SEPTEMBER VOLUME 52 U.S. $3.50 / CANADA $4.50

# NINTENDO POWER®

P.O. Box 97043
Redmond, WA 98073-9743

FORWARD & ADDRESS CORRECTION

BULK RATE
U.S. POSTAGE
PAID
NINTENDO
of America Inc.

## SUPER MARIO ALL-STARS

Lost Levels Havoc

## ROCK 'N ROLL RACING REVIEW

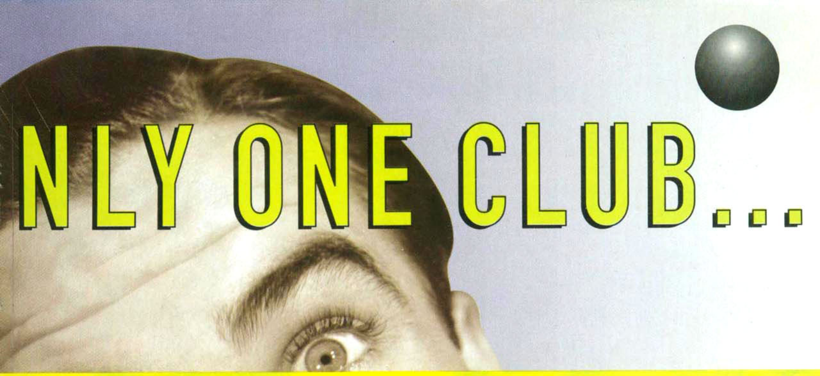
0 45496 69052 6

Official Nintendo Seal of Quality

THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS

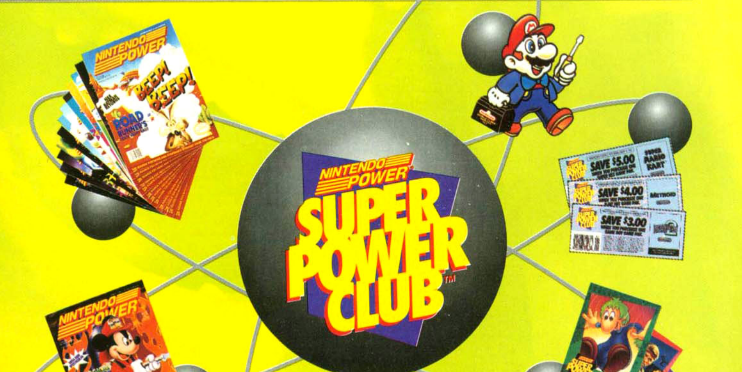
# HEY, THERE'S O

THAT TEACHES YOU
TO JUMP ON THE
FURNITURE, BODY
SLAM YOUR FRIENDS,
AND DRIVE
LIKE A MANIAC...



# NLY ONE CLUB...

# SUPER POWER CLUB!


NINTENDO POWER
BEEP! BEEP!
ROAD RUNNER'S
NINTENDO POWER
SUPER POWER CLUB
SAVE $5.00
SUPER MARIO KART
SAVE $4.00
METROID
SAVE $3.00
NINTENDO POWER
SUPER POWER CLUB
LEMMINGS
DOUBLE DRAGON III
YOSHI

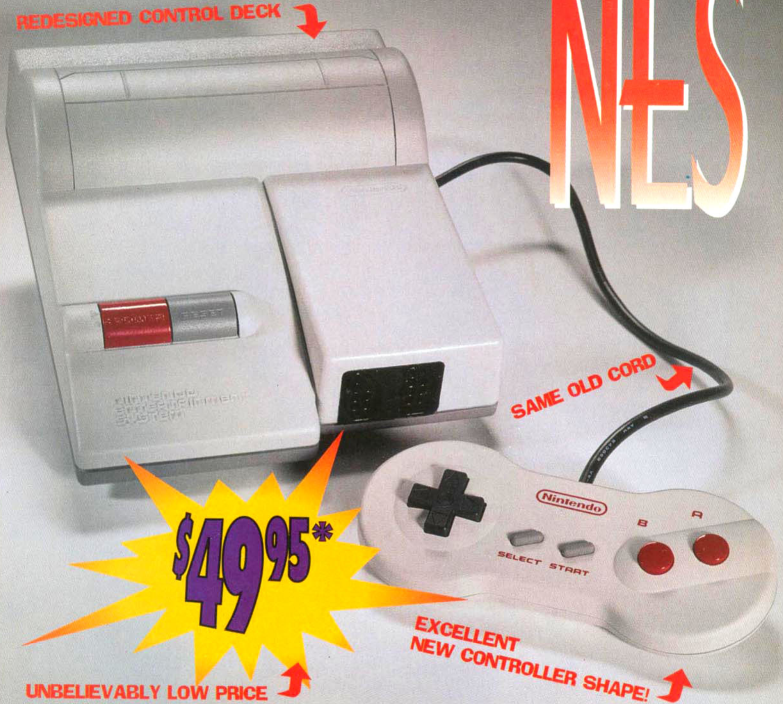
## CALL 1-800-255-3700!

*To order your membership now with VISA or MasterCard, call Mon. - Sat. 4 a.m. to 12 midnight Pacific Standard Time (PST). Sundays 6 a.m. to 7 p.m.*
*(The Nintendo representative will need to speak to the person whose name appears on the card.)*

# MOST THINGS CHANGE...

# THE NEW NES

The Nintendo Entertainment System has evolved, but the huge library of over 700 NES games that exists plays exactly the same way! The design of the new NES is totally cool, especially the new Controller. It's soooooo much more comfortable than the old rectangular Controller. And speaking of comfort, at $49.95*, the new NES is extremely comfortable to afford!


REDESIGNED CONTROL DECK
SAME OLD CORD
$49.95*
Nintendo
SELECT START
B
A
EXCELLENT NEW CONTROLLER SHAPE!
UNBELIEVABLY LOW PRICE

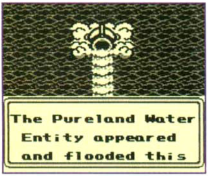
## EVOLVE OR BECOME EXTINCT!

Nintendo®

---

* Suggested retail price.

NINTENDO POWER
SEPTEMBER 1993 VOLUME 52


The Pureland Water
Entity appeared
and flooded this

INDY
1:33
BOSS

## SUPER NES

FINAL FIGHT 2 ........ 8
SUPER MARIO ALL-STARS ........ 16
THE SEVENTH SAGA ........ 24
ROCK 'N ROLL RACING ........ 30
SUPER NES SPORTS GAMES ........ 36
FAMILY FEUD ........ 42

## GAME BOY

FINAL FANTASY LEGEND III ........ 62
FELIX THE CAT ........ 70
PINBALL DREAMS ........ 74

## NES

INDIANA JONES & THE LAST CRUSADE ........ 90
CARTOON WORKSHOP ........ 94

### TIPS FROM THE PROS

NESTER'S ADVENTURES ........ 35
CLASSIFIED INFORMATION ........ 46
COUNSELORS' CORNER ........ 76

### THE INFO ZONE

THE MAKING OF SUPER EMPIRE STRIKES BACK ........ 84
NEXT ISSUE ........ 114

### VIDEO UPDATES

NOW PLAYING ........ 100
PAK WATCH ........ 108

### COMICS

STAR FOX ........ 50

### PLAYER'S FORUM

PLAYER'S PULSE ........ 6
PLAYER'S POLL CONTEST ........ 98
TOP 20 ........ 88
POWER PLAYER'S CHALLENGE ........ 106

PLAYER'S PULSE

**Back in Volume 48, we asked what kinds of products (licensed merchandise) you'd like to see with Nintendo characters and other video game characters on them. Apparently, this was a very popular topic because we're still getting letters that are answering the question!**

I suggest having a video game channel. It would have cartoons and movies on it. It would also have game tips and strategies on the station.

**Chris Kmiecik**
**Macomb, MI**

I'd like to see postage stamps with pictures of all the SF II characters.

**Michael Cooper**
**Chicago, IL**

How about making remote control Super Mario Kart racers with all of the characters in the game? The karts would have a rechargeable 9-volt battery pack and would be very detailed.

**Mike "Musclehead" Blazek**
**Ennis, TX**

I think a perfect idea would be to have Mario Bros. gum. There would be Mario Cinnamon, Luigi Fruit, Yoshi Mint, Princess Bubble Gum and Bowser Sour. It would be sugar-free and have long-lasting flavor!

**William Dorsch**
**Fresno, CA**

I would like to see Ganon from "A Link to the Past" on tax forms.

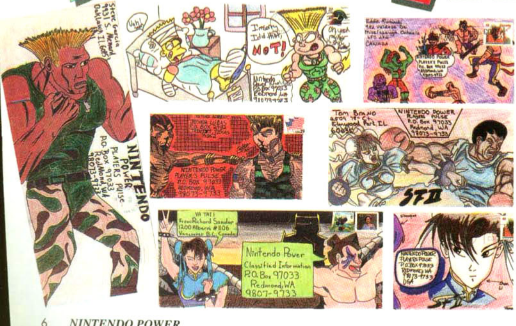
**Eric George**
**Dongola, IL**

*Great idea! We'll call the IRS right away!*

Yoshi's Egg donuts would be a great idea. They'd be covered with powdered sugar and green spots (food coloring, not mold) with green pudding inside.

**Davey Donorak**
**Wichita, KS**

## ENVELOPE ART SHOWCASE


I'm sorry I did that!
NOT!
Oh yeah
SF II

## PORTRAIT OF A NINTENDO FAN

**Ambrose Bregg (Dorr, MI)**

Dedication to a product is truly a gross understatement in this case. Scope out the homemade arcade game! Cool!

Check out our article on the making of Super Empire Strikes Back in this issue. It's really the first time we've covered the making of a game. We liked doing it. The question is: did you like reading about it? Want more?

**NINTENDO POWER**
**PLAYER'S PULSE**
**P.O. BOX 97033**
**REDMOND, WA**
**98073-9733**

**SUPER POWER CLUB**

WINNING COMBINATION OF POWER CHALLENGE TRADING CARDS FOR SEPTEMBER '93

#16 U.N. SQUADRON

#56 KINGDOM CRUSADE

#72 TECMO SUPER BOWL

# SAN JOSE SHARKS SLAP SHOT! CONTEST WINNER

Jason Price was psyched and San Jose-bound last April as the winner of the Player's Poll Contest from our January '93 Super Issue. Jason and his mom, Cindy, flew all the way from Orchard Lake, Michigan to see the mighty Sharks take on the Los Angeles Kings. It was a fantastic game. It went into an overtime period and came down to the wire, but the Kings, who were apparently mightier that evening, finally emerged victorious. Staying at the prestigious and historic Fairmont Hotel, visiting the good people at Electronic Arts, riding the trolleys on the streets of San Francisco, dining at the Hard Rock Cafe, and taking the Alcatraz Island tour were other highlights of the trip. Jason also got to meet some of the Sharks players and the Sharks owner!

It's not every day that you get to drive a Zamboni!

Jason got to take a few slapshots on the Sharks' home ice. Doug Wilson, NHL veteran and Sharks team captain, joined Jason on the ice before the game for a little warm-up and a photo session.

## EDITOR'S CORNER

Do you want to play a difficult game? If the answer is "Yes" then you'll have to check out The Lost Levels. It's one of the four games included in Super Mario All-Stars and it's hard. Also on the new Super NES Game Pak are enhanced versions of the original Super Mario Bros., SMB 2 and SMB 3. The Lost Levels was originally released only in Japan and was titled Super Mario Bros. 2, while the SMB 2 that you all know is called Super Mario Bros. USA in Japan. Weird, huh? Anyway, we've known about The Lost Levels for quite some time and have really wanted it to be released in the U.S. so you all could see it. So, when you do see it and play it, be sure to take the World 9 Challenge. Getting to World 9 isn't easy, but when you reach it, take a picture of your TV screen and send it in to us! See the review in this issue for more details about the contest.

**Gail Tilden**
Editor in Chief

## PHONE DIRECTORY

### Nintendo Power Subscriptions

**1-800-521-0900**

Subscriptions and renewals only.
24 hours a day, 7 days a week.

### Consumer Service

**1-800-255-3700**
**(TDD 1-800-422-4281)**

Call for service, general assistance or to change your address between 4 a.m. and midnight Pacific time, Monday through Saturday or 6 a.m. and 7 p.m. Sunday.
Spanish- and French-speaking representatives are available.

### Game Counseling

**1-206-885-7529**
**(TDD 1-206-883-9714)**

Stumped by a game? Call our Game Counselors for help between 4 a.m. and midnight Pacific Time, Monday through Saturday or 6 a.m. and 7 p.m. Sunday. It's long distance, so before you call, be sure to get permission from whoever pays the bill.

NINTENDO POWER®

**STAFF**

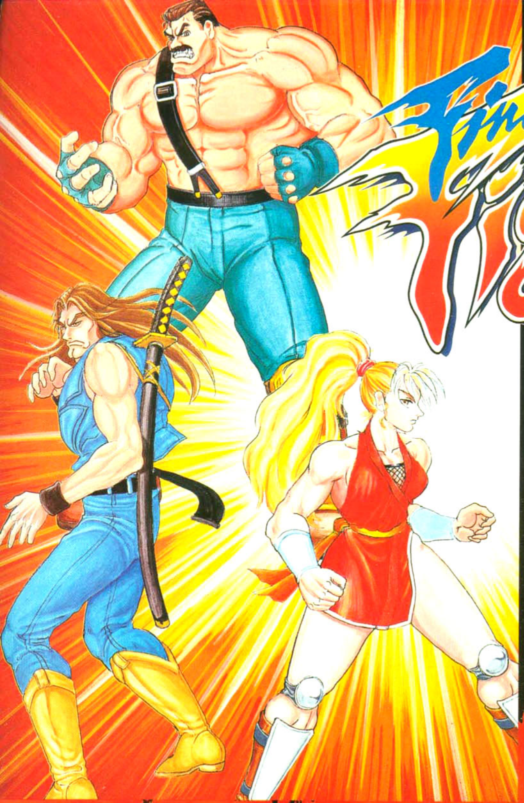
| | |
|---|---|
| Publisher | M. Arakawa |
| Producer in Chief | Hiroyuki Kato |
| Editor in Chief | Gail Tilden |
| Senior Editor | Pam Sather |
| Editors | Scott Pelland<br>Leslie Swan<br>Jeff Bafus<br>Jon Whisler |
| Editorial Consultants | Howard Lincoln<br>Peter Main<br>Phil Rogers<br>Juana Tingdale<br>Tony Harman |
| Cover Design | Griffes Advertising |
| Copy Coordinators | Machiko Oehler<br>Theresa Tibbs<br>Lana Huffman |
| Director of Production | Tsutomu Otsuka<br>Tetsuhiko Yoshida |
| Producer | Yoshio Tsuboike |
| Project Coordinators | Hiroyuki Kurano<br>W. David Mellen<br>Keiji Hamada<br>Emi Toyama |
| Electronic Prepress | Robert A. Baker<br>David A. Day<br>Steve Spellman |
| Art Director | Yoshi Orimo |
| Concept & Design | V Design<br>Yukio Yamashita<br>Yoshi Orimo<br>Hiroko Nagami<br>Wendy Salvatori<br>Jeff Hazard<br>Sonja Morris<br>Rob Soo<br>Katsuyuki Asanuma<br>Desu Iwamoto<br>Hirotsugu Ogawa<br>Hiroshi Ohashi<br>Ritsuko Yamaji<br>Hiroshi Nakae |
| Star Fox Comic Illustrator/Writer | Benimaru Itoh |
| Illustrators | Hiroko Nagami<br>Jeff Hazard<br>Kevin Brockschmidt<br>Ed Lebel<br>Katsuya Terada<br>Orange Nakamura<br>Hiroshi Nakae<br>Makikazu Omori |

**VOLUME 52 - SEPTEMBER 1993**
Nintendo Power is published by Nintendo of America Inc. in conjunction with Tokuma Shoten Publishing Co., Ltd.
Nintendo Power is published at $42 per year in the U.S.A. ($54 in Canada) only by Nintendo of America Inc., 4820-150th Ave. N.E., Redmond, WA 98052.

© 1993 by Nintendo of America Inc. All rights reserved. Nothing that appears in Nintendo Power may be printed in whole or in part without express written permission from Nintendo of America Inc., copyright owner.

Printed in the U.S.A.
Color Separation by Dai Nippon Printing Co., Ltd.

NINTENDO IS A REGISTERED TRADEMARK OF NINTENDO OF AMERICA INC.
TM & © for games and characters are owned by the companies who market or license those products.

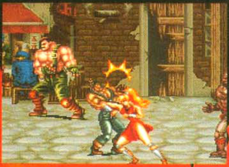


# Final Fight 2®

© 1993 Capcom USA, Inc.

## THE NEXT FIGHT

**Capcom may not have realized how strong the Mad Gear Gang was when it released the original Final Fight. The fight isn't final. In fact, it's far from being over! Final Fight 2 picks up where Final Fight left off, but steps the action up a few notches! Capcom is famous for great game play and well-animated characters. You'll get both here.**



## THE MAD GEAR RETURNS

The Mad Gear Gang has surfaced again! Mayor Mike Haggar has tried everything within his power to rid his city of the low-life scum, but it seems that they just keep getting more powerful. A lucrative recruiting program for new gang members is how they retain their strength—even when they've been beaten down by Haggar and his pals. With Guy training out of town and Cody off with Jessica, Haggar signs up two new Final Fighters, Carlos and Maki, for a worldwide Final Fight.

# FINAL FIGHTERS

## HAGGAR

The consummate bruiser, Mayor Mike Haggar takes pride in being able to pummel his opponents with sheer power. Power is plentiful for Mike, but unfortunately, quickness is not.

## MAKI

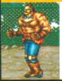
Maki is small and is not extremely powerful, but she makes up for it with her blazing speed and ability to score many hits before her opponents realize they've been attacked.

## CARLOS

The most well-rounded fighter of the bunch, Carlos is probably the best fighter for an inexperienced player to start off with. He's got the moves, the power *and* the speed.

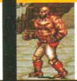
## MAD GEAR GEEKS ENEMY KEY

### A: ATLAS



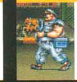
This tough guy defends himself very well. If you try to punch him, he'll put up his forearms to block. Give him a jumping kick.

### B: JONY



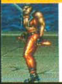
Jony is practically the same as Atlas. This scarred powerhouse doesn't block quite as well or quite as often, though.

### C: ELICK



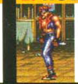
Elick's favorite move is a bull charge with both electrodes fired up! This fool isn't very fast, but you do need to watch his electrodes.

### D: LEON



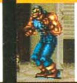
Leon and Robert usually show up in the same areas. It appears that they could be related. They certainly attack in similar fashion.

### E: ROBERT



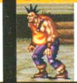
Robert can enter the playfield by jumping on your head. Since he can already be in the air when you first see him, he's difficult to avoid.

### F: MIC



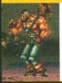
Mic rhymes with "kick" and that's what he likes to do. He's not an extremely powerful opponent, but nonetheless, can't be ignored.

### G: SCHOT



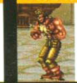
This punker walks around hunched over with an evil glint in his eyes. His favorite trick is to approach and attack from behind.

### H: BULL



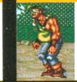
Bull likes to kick his opponents. If you move in fast, you should be able to grab and throw him, but don't hesitate with your attack.

### I: MARK



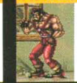
Mark is a Mad Gear with a mission. He wants to climb the criminal ladder, but he's just not smart enough to know where to start.

### J: JACK



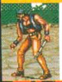
Green hair seems fitting for this throwback to the underground punk scene. He's not much of a threat. Go for another Mad Gear first.

### K: ELIJAH



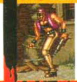
Check those eyes! Elijah really needs to get some sleep. This purple-suited dweeb likes to kick, but he's not too much trouble.

### L: ELIOT



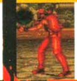
Eliot is a little stronger than your average Mad Gear, but he can be thrown fairly easily. Move in close to grab him and then let him fly!

### M: ELIAS



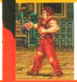
Like his counterpart, Eliot, Elias can be thrown easily. If other Mad Gears are around, toss Elias into them to score several hits.

### N: JOE



Joe was an arsonist before the Mad Gear lured him in. His favorite move is to throw fire bombs around and then leave quickly.

### O: ANDORE



You'll remember Andore from the first Final Fight. His brain is fairly non-existent, but you'll need to watch out for him when he charges.

## MORE POWER!

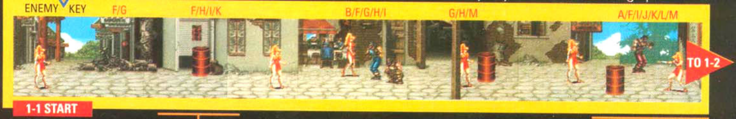
Every Item that you uncover by knocking over cans or what have you, is beneficial to get. Some Items will replenish your chosen fighters' Health Meter. Just *how much* energy is replenished is dependent upon the particular Item. Some Items are only worth points.

| | | | |
|---|---|---|---|
| **BARBECUE**: 10,000 PTS.<br>FULL RESTORATION | **DOUGHNUT**: 3,000 PTS.<br>1/4 RESTORATION | **CHOCOLATE**: 1,000 PTS.<br>1/4 RESTORATION | **RADIO**: 3,000 PTS. |
| **TENDON**: 5,000 PTS.<br>1/2 RESTORATION | **SPINACH**: 3,000 PTS.<br>1/4 RESTORATION | **DIAMOND**: 10,000 PTS. | **INCENSE**: 3,000 PTS. |
| **MEAT BUN**: 5,000 PTS.<br>1/2 RESTORATION | **COLA**: 1,000 PTS.<br>1/4 RESTORATION | **GOLD BAR**: 10,000 PTS. | **WATCH**: 1,000 PTS. |
| **LOBSTER**: 5,000 PTS.<br>1/2 RESTORATION | **MILK**: 1,000 PTS.<br>1/4 RESTORATION | **DOLLARS**: 5,000 PTS. | **SHOES**: 1,000 PTS. |
| **BREAD**: 3,000 PTS.<br>1/4 RESTORATION | **COFFEE**: 1,000 PTS.<br>1/4 RESTORATION | **TROPHY**: 5,000 PTS. | **WRENCH**: 1,000 PTS. |

ROUND 1

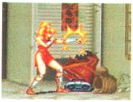
# HONG KONG

The first stop for the Final Fighters is the streets and back alleys of Hong Kong. The Mad Gear will be leading you all over the globe on this adventure. Right from the start, a good mix of Mad Gears will be thrown your way. Refer to our Enemy Key to see who's coming up.



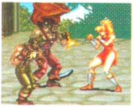
## CAN SMASHING

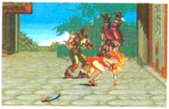
As you make your way down the streets, smash any can that you see. Most will contain a Power-Up Item or an Item that will score you some points. Scoring major points is the best way to earn extra lives.

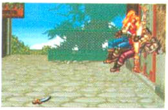


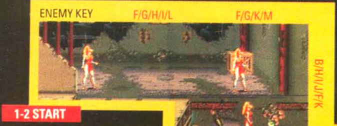
## AGAINST THE WALL

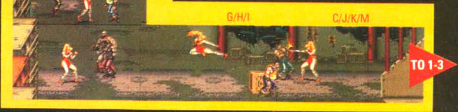
There is a wall at the end of Level 1-1 that you can use to your advantage. When you reach it, a couple of moronic gang-bangers will approach you from behind. Jump over them or throw them into the wall. Now you can enjoy slamming them up against the rock-solid surface.





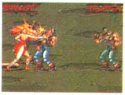






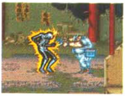
## HEAD SOUTH

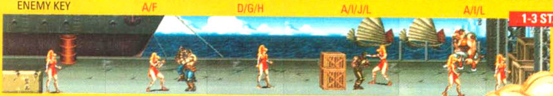
While most of the game is a straight side-scrolling adventure, certain sections of the stages scroll vertically, more or less. Look for handy weapons like two-by-fours to pick up and be sure to watch out for a truckload of Mad Gears who will happen upon you.



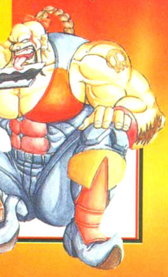
## CHARGED UP!

Elick needs to reduce his daily fat intake and get himself on an exercise program. We're not sure of his battery's voltage, but if he happens to touch you with his electrodes, you'll be shocked to find out the answer.



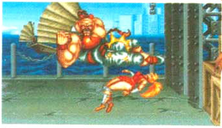


**BOSS**



## WON WON

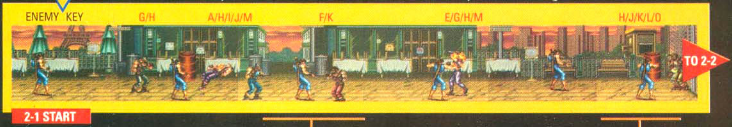
With his long mustache and tattoos, Won Won is one menacing-looking dude. Pansies don't wear tattoos. Won Won doesn't like to fight alone. Throughout your battle with him, he'll call upon lesser Mad Gear Gang members to help him out. Concentrate on Won Won, but don't let the others gang up on you or get behind you for too long. Won Won's favorite attack is to jump high into the air and try to land on top of you. OUCH!



ROUND 2

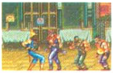
# FRANCE

France is the next stop on what will soon become a world tour—whether you like it or not! With the exception of Freddie at the end, this stage should not prove to be a huge problem for your chosen fighter.


ENEMY KEY
G/H
A/H/I/J/M
F/K
E/G/H/M
H/J/K/L/O
TO 2-2
2-1 START

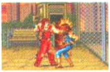
## ROBERT & CO.

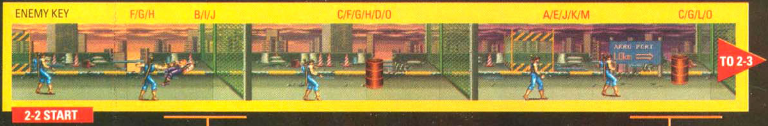
Keep an eye out for flying objects . . . namely Robert! He'll come flying in feet first and will stomp on your head if you don't move.



## ANDORE MANIA

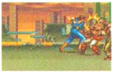
It's always a pleasure dealing with Andore. Right. Position your finger on the Punch Button to deter any quick charges by this menace.




ENEMY KEY
F/G/H
B/I/J
C/F/G/H/D/O
A/E/J/K/M
C/G/L/O
AERO PORT
1.0km
TO 2-3
2-2 START

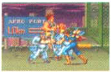
## FENCED IN

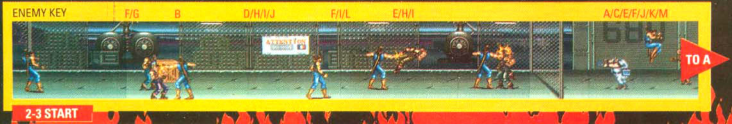
Use the fence to your advantage. If you sandwich your opponents between the fence and yourself, you'll be able to pound them quickly.

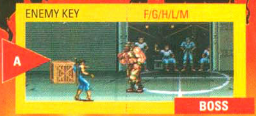


## BATTLE ROYALE

At the end of Level 2-2, a pack of Elicks and Andores will make your life painful. It'll be miserable at best. Be on guard at all times!

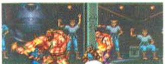



ENEMY KEY
F/G
B
D/H/I/J
F/I/L
E/H/I
A/C/E/F/J/K/M
TO A
2-3 START


ENEMY KEY
F/G/H/L/M
A
BOSS

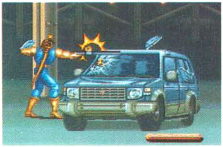
## FREDDIE

Like Won Won before him, Freddie likes to fight with a group of his imbecile pals to back him up. Wimp. He's big enough—he should take on your challenge alone. Nevertheless, you'll have to deal with several Mad Gears at a time when you start to rumble with Freddie. Jumping and landing on your head is a favorite attack of his, but he also likes to slide and bump into you.



## CAR SMASHER

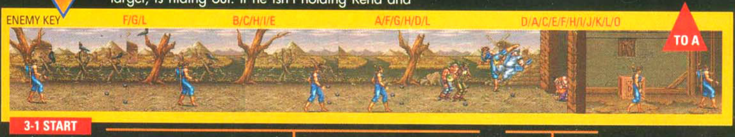
It seems such a shame to thrash on a perfectly good vehicle like this, but this rig is used by the Mad Gear Gang for other-than-charitable purposes. Use the nightstick and two-by-four to help you demolish it. Score mass points if you beat it to the ground.



ROUND 3

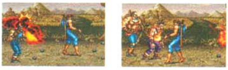
# HOLLAND

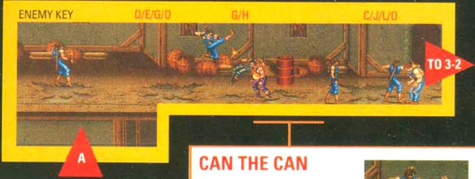
Why Holland? We may never know. A dilapidated old building is where Bratken, your immediate target, is hiding out. If he isn't holding Rena and Genryusai, then maybe he knows where they are. Getting to him won't be an easy task.


ENEMY KEY
F/G/L
B/C/H/I/E
A/F/G/H/D/L
D/A/C/E/F/H/I/J/K/L/O
TO A
3-1 START

## MINE FIELD

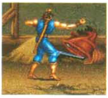
The Mad Gear Gang has placed mines on the path leading to the building, but the idiots forgot to bury them! Make your opponents step on them.




ENEMY KEY
D/E/G/O
G/H
C/J/L/O
TO 3-2
A

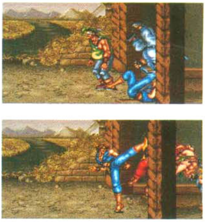
## CAN THE CAN

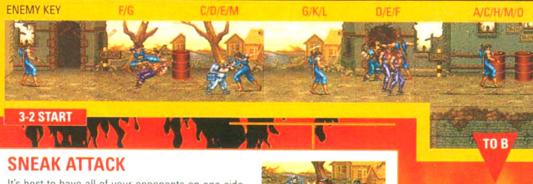
Don't pass up any cans that appear along the way. This particular can houses a nightstick. Pick up the weapon and use it on anything but yourself! If you drop it, you can pick it up again if you're quick.



## DOORWAY BATTLE

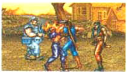
A major skirmish will occur at the door to the old building. Bratken wants you stopped before you can get your foot in the door. If you *do* manage to make it to the door, watch out for more Mad Gears appearing from inside the building.

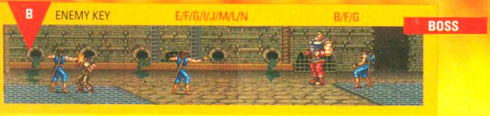



ENEMY KEY
F/G
C/D/E/M
G/K/L
D/E/F
A/C/H/M/O
3-2 START
TO B

## SNEAK ATTACK

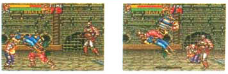
It's best to have all of your opponents on one side or the other. The reason is: you can't hit enemies on both sides at once unless you use your Special Attack. Try not to get caught in the middle.

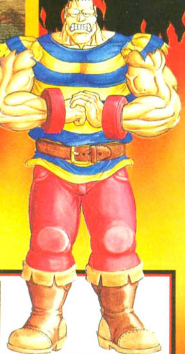



B
ENEMY KEY
E/F/G/I/J/M/L/N
B/F/G
BOSS

# BRATKEN

Bratken looks like a big Frankenstein-type brawler. It's a safe bet that he's got more moves than Frankenstein, though. He'll do anything: jump, kick, punch, and scratch, to take you out of commission. If he jumps and is going to land on you, use your Special Attack.

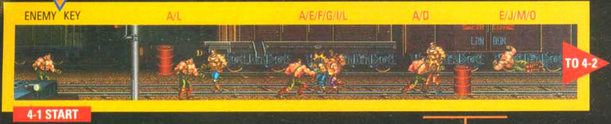




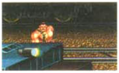
## ROUND 4

# ENGLAND

Coming up empty-handed in Holland, the Final Fighters make their way to England. It's seems like they're on a wild goose chase, but they need more info to find their friends.



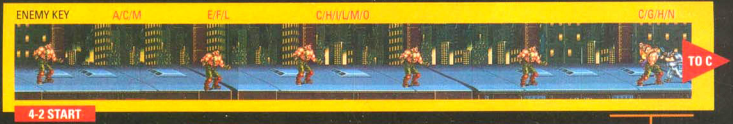
### HIDDEN GUY



You'd never know it, but there is a Guy Doll hidden at the start of Level 4-1. Walk directly toward the light and press Down until your chosen fighter picks up the 1-Up. Cool!

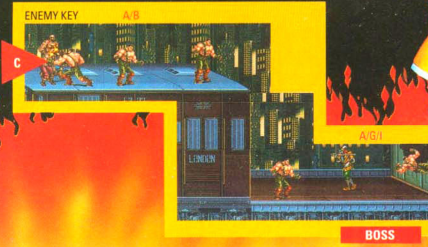
### SURPRISE!

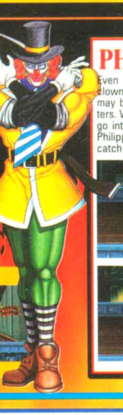
A whole crew of baddies will approach from both sides in this area. Keep jumping around and swing wildly at anything and everything that moves! Don't take no guff.



### JOE BOY

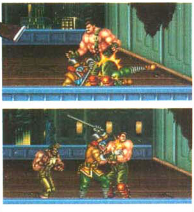
What a wuss! Joe is the weakest of the gang members. If you connect just one hit to his wimpy body, he's a goner. However, he's quite fast and the fire bombs that he chucks can be painful if you happen to get burned by one.



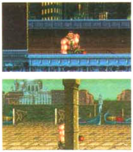


## PHILIPPE

Even though he looks and acts like a clown, he's not clownin' around! Philippe may be the weakest of the boss characters. With that in mind, you're better off to go into the battle with both fists blazing! Philippe has a wicked slide attack that can catch you off guard. Be prepared to jump.

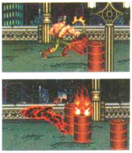


## HIDDEN POWER-UPS



Power-Up Items lie in waiting for insightful Final Fighters, but you have to *find* them first! As a rule, if there's an area in which you can't see the floor, there *may* be something useful hiding there.

## BONUS BASHING

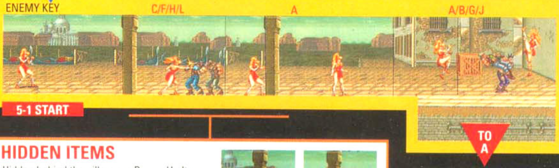


After you pummel Philippe, you encounter a Bonus Round that pits you against flaming oil cans. Smash as many cans as you can. If you strike a can when it's in flames, you'll get burned and lose time.

ROUND 5

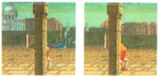
# ITALY

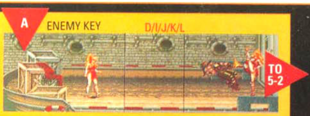
England was a bust, but the Final Fighters get a tip that takes them to Italy in search of the kidnapped Rena and Genryusai. There's no time to stop and see the sights—you're on a mission. You can feel that you're getting closer to finding your friends. Or are you?



## HIDDEN ITEMS

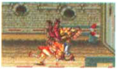
Hidden behind the pillars are Power-Up Items. If you didn't know they were there, you'd pass right over them. Start at the top of the screen and stand directly behind the pillar. Press and release Down until you pick up the Item.





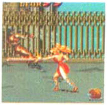
## DRIVE THEM BACK

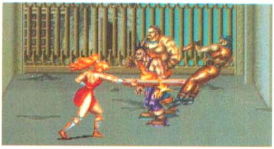
As before, with the fence and the wall, use any solid obstacle to block in your foes. Trapping them between this door and yourself gives them less room to attack you. It also allows you to attack *them* with greater frequency.

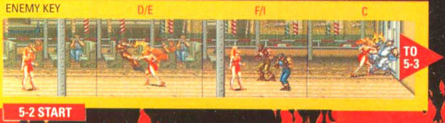


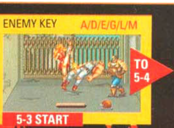
## ELEVATOR ACTION

The most important thing to do in the elevator, besides protect yourself and thrash Mad Gears, is to leave the Barbecue Power-Up until you need it. Since it fully restores your vitality, why get it if you don't need it? Slam the two-by-four against anything that moves.



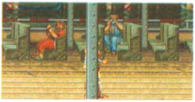


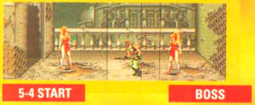




## GENRYUSAI

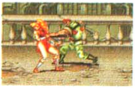
Hunt around for the hidden Genryusai Power-Up near the first girder on the Italian gondola. When you pick it up, you'll start to flash. Don't be alarmed, it's just the power of Genryusai flowing through your body. You'll be impervious to damage for a short period of time. Pay no attention to the onlookers in the background.

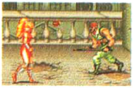




## ROLENT

Rolent, that weasel, provides you with a great challenge. He moves fast and strikes with his stick when he can. He moves so fast that his motion is blurred. When you wear him down, he'll begin to toss live grenades your way. Keep moving left to right and jump to avoid the grenade blasts.

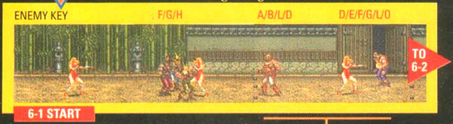




ROUND 6

# JAPAN

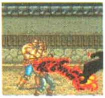
Rolent tells the shocking truth. Rena and Genryusai are in Japan! Annoyed that they have been traveling the globe, but relieved that they know where they are being held, the Final Fighters set off for Japan.


ENEMY KEY
F/G/H
A/B/L/D
D/E/F/G/L/O
TO 6-2
6-1 START

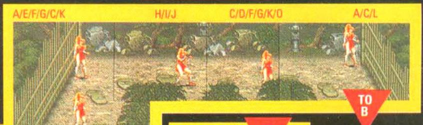
## MORE ITEMS

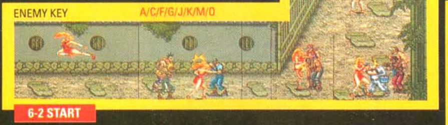
Hidden in the confines of the bamboo shoots are some more Power-Up Items. Take care of the Mad Gears first and then search the bushes. If you have almost no energy left, go ahead and search while you're fighting.

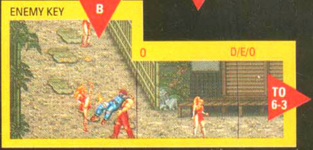
## TRICK MINES

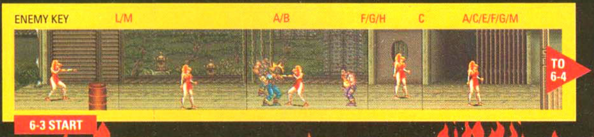


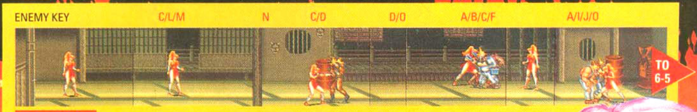
The first set of mines that come up are a trap. If you stand to the right of them and wait for any enemy to approach and step on one, you'll be fried as well. Stay to the left and concentrate on punching out their lights.


A/E/F/G/C/K
H/I/J
C/D/F/G/K/O
A/C/L
TO B

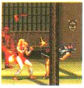

ENEMY KEY
A/C/F/G/J/K/M/O
6-2 START


ENEMY KEY
B
O
D/E/O
TO 6-3

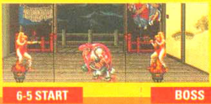

ENEMY KEY
L/M
A/B
F/G/H
C
A/C/E/F/G/M
TO 6-4
6-3 START


ENEMY KEY
C/L/M
N
C/D
D/O
A/B/C/F
A/I/J/O
TO 6-5
6-4 START

## JOE'S BACK

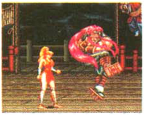


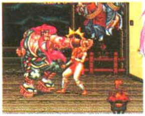
Fire Joe is back. He's brought several friends and they're all packin' fire! Stay to one side of the screen to avoid the fire blasts and to make sloppy Joes out of them.

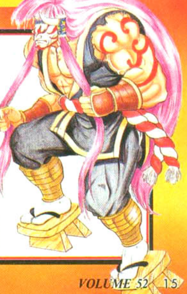

6-5 START
BOSS

## RETU

Your friends have been found! Retu tied them up and hung them from the ceiling. He was informed that you were coming and wasn't pleased with the gang's efforts to stop you, but he's sure that he can do the job. Judging by his size and power, he could live up to that claim. When you hit him and he falls to the floor, back away. He's likely to get up with an unstoppable spin kick.





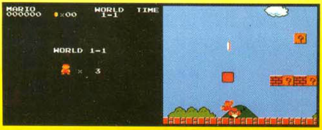


# SUPER MARIO ALL

**It's common knowledge that all of the Super Mario Bros. games are fun to play and replay over and over, but now you can play them on your Super NES! Nintendo's Super Mario**

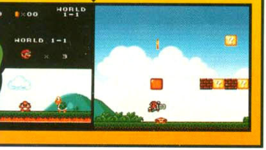
## SUPER MARIO BROS.

The game that started the NES craze is back! But it evolved! It looks and sounds *sooooo* much better now that it features Super NES graphics and sound. Take a refresher course: Gaming 101.



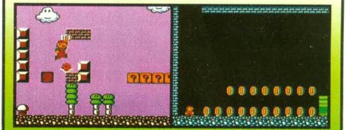
Everything's in the same place and the game plays exactly the same, but now it looks and sounds totally cool!

You'll immediately realize that the play control is different from, say, SMB 3. This makes playing the original SMB even more of a challenge.



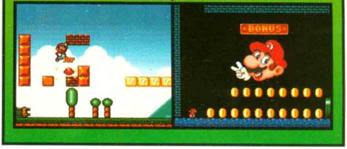
## THE LOST LEVELS

OK, you've been warned! This is your last chance to back out. Once you enter The Lost Levels, you won't want to quit until you've rescued the Princess. This game is waaayy harder than the original SMB.



This game was previously only released in Japan as Super Mario Bros. 2. It's radically differant and harder than the U.S. version of SMB 2.

Originally thought to be overly difficult, we're very pleased that the game has finally been released. Power Players take notice!

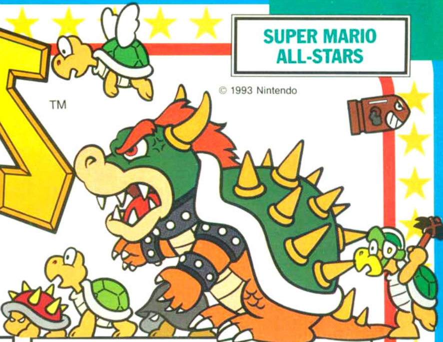


## SUPER NES FUN . . . SUPER MARIO

Don't look for any differences in the way that these games play compared to their NES counterparts. They are exactly the same. The big changes are the updated graphics and sound. Super Mario Bros. 3 now features a Battle Mode where Mario and Luigi compete for Coins in an arena exactly like that of the original Mario Bros. game. It's like you're getting five games on a single Game Pak! As mentioned before, the show-stealer is The Lost Levels. It's known as SMB 2 in Japan, but is finally here in North America to challenge the very best players.

# STARS™

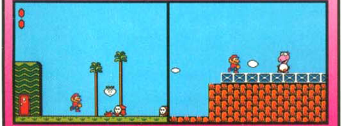
© 1993 Nintendo



**All-Stars features souped-up versions of the original. Super Mario Bros. plus SMB 2, SMB 3, and a new entry to the family: The Lost Levels.**

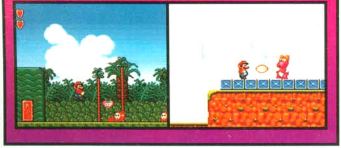
## SUPER MARIO BROS. 2

Known in Japan as Super Mario USA, SMB 2 is the most "different" Mario Bros. game. The Princess, Toad and Luigi are along to help Mario defeat the evil Wart. Bowser is conspicuously missing in Sub-Con.



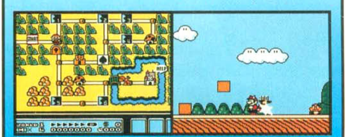
The whole world is different in Super Mario Bros. 2. Sub-Con is nowhere near the Mushroom Kingdom. Things just aren't the same here.

The improved graphics of the SMB 2 Super NES translation really add a special touch to the game. Of course, the same goes for the others!



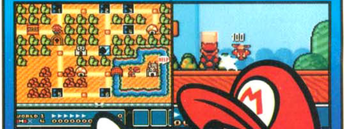
## SUPER MARIO BROS. 3

Arguably the best game NES game ever and definitely the best seller, SMB 3 quickly became a classic. You'll notice the least amount of change in the Super NES translation because it was already great!



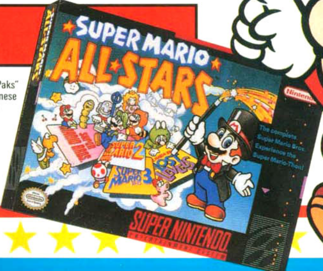
Bowser introduces his Koopalings in SMB 3. Great. Just what a pair of plumbers need . . . more Koopas! As if they weren't busy anyway.

The scrolling backgrounds really add to the depth of this Super NES translation. It's almost on the same level as Super Mario World.



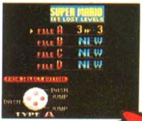
# BROS. STYLE!

This is what "Game Paks" look like for the Japanese Disk System. Big difference, huh?



# SUPER MARIO BROS.
# THE LOST LEVELS™

The Lost Levels offers a total of 13 different Worlds for Mario and Luigi to travel through and explore. As in Super Mario Bros. 2, Mario and Luigi have different physical abilities. Other than the color of their overalls, the Bros. look the same and their abilities aren't dramatically different, but Luigi can jump higher, so we recommend playing with Luigi when you first begin to play the game. Some of the jumps are very difficult to make and having just a little extra jumping power helps tremendously! Another great feature that The Lost Levels and each of the other games feature on this Super NES Game Pak is the ability to save your game at any time and return to it at any time! You can save up to four different games on any one of the titles.



## EXPECT THE UNEXPECTED

There are multitudes of hidden Items in The Lost Levels as well as many Bonus areas and Warp Zones. Poison Mushrooms are also something new that The Lost Levels offers. Mario will lose a life if he accidentally touches one. Likewise, Super Mario and Fiery Mario will lose their powers by touching a Poison Mushroom.

WELCOME TO WARP ZONE!
4

### WORLD 1

One of your goals is to gather as many 1-Ups as possible. Coin-collecting and running after Koopa shells that you've kicked should pay off.

| | |
|---|---|
| **1-UP** | **3** |
| **POISON MUSHROOM** | **3** |
| **WARP ZONE** | **2** |
| **BONUS ROOM** | **2** |

### WORLD 2

Scope out the locations of the Bonus Rooms. Some of them are not "rooms" at all. Some require taking a Vine up to the clouds to get Coins.

| | |
|---|---|
| **1-UP** | **1** |
| **POISON MUSHROOM** | **1** |
| **WARP ZONE** | **0** |
| **BONUS ROOM** | **3** |

### WORLD 3

Try jumping over the Flag Poles at the end of the first three sections. You never know what could happen. World 3-4 is a maze.

| | |
|---|---|
| **1-UP** | **1** |
| **POISON MUSHROOM** | **1** |
| **WARP ZONE** | **1** |
| **BONUS ROOM** | **3** |

### WORLD 4

There aren't any Warp Zones in World 4, so you're just gonna have to tough it out! Watch out for those Poison Mushrooms. They're no good!

| | |
|---|---|
| **1-UP** | **1** |
| **POISON MUSHROOM** | **2** |
| **WARP ZONE** | **0** |
| **BONUS ROOM** | **3** |

### WORLD 5

The strong gusts of wind that blow to the right in World 5-1 may cause you troubles, so you'll have to adapt to the change in play control.

| | |
|---|---|
| **1-UP** | **2** |
| **POISON MUSHROOM** | **1** |
| **WARP ZONE** | **3** |
| **BONUS ROOM** | **4** |

### WORLD 6

The wind blows strong again in World 6-1 and then you'll have to get wet as you tackle the underwater World 6-2. Good luck!

| | |
|---|---|
| **1-UP** | **1** |
| **POISON MUSHROOM** | **1** |
| **WARP ZONE** | **0** |
| **BONUS ROOM** | **1** |

### WORLD 7

World 7-3 is a doozy! A giant gust of wind blows through most of the stage and the jumps that you have to make are treacherous.

| | |
|---|---|
| **1-UP** | |
| **POISON MUSHROOM** | **0** |
| **WARP ZONE** | **0** |
| **BONUS ROOM** | **0** |

### WORLD 8

There is a Warp Zone in World 8 that will take you back to World 3. If you happen to take it, just End and then Continue your game.

| | |
|---|---|
| **1-UP** | **1** |
| **POISON MUSHROOM** | **10** |
| **WARP ZONE** | **1** |
| **BONUS ROOM** | **2** |

### WORLD 9

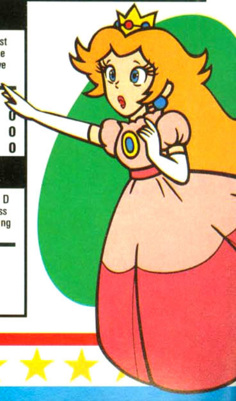
Upon completion of World 8, if you haven't taken any Warp Zones along the way, you'll go straight to World 9. Consider it a Bonus World!

**?**

### WORLD A-D

If you Warped, Worlds A through D come after you rescue the Princess in World 8. The Princess is waiting again at the end of World D-4.

**?**

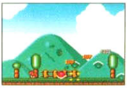


# WARP-A-RAMA!

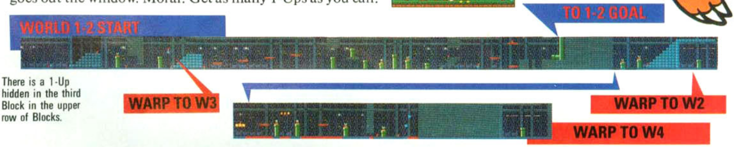
If used correctly, the Warp Zones can quickly take you to the end of the Lost Levels. Using the Warps is OK if you want to see how fast you can rescue the Princess (as if you didn't know what the goal was), but for a true challenge, don't use any of the Warp Zones. Go ahead, we dare you not to.

## THE IMPORTANCE OF THE 1-UP

You may think that just because this game features unlimited Continues, you can finish the game without a problem. There's one hitch. Using no Warps, you'll get to World 9. Once you've arrived there, the unlimited Continues rule goes out the window. Moral: Get as many 1-Ups as you can!



Koopa shells are your ticket to 1-Updom! Look for obvious multiple 1-Up areas.

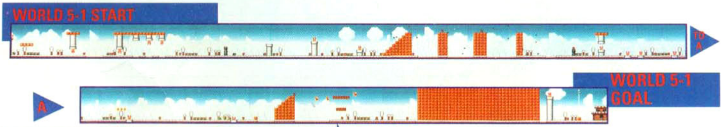


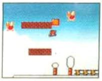
There is a 1-Up hidden in the third Block in the upper row of Blocks.

## YOU'RE OFF TO WORLD 4

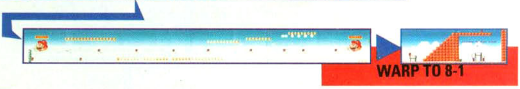
If you want to get to the end of the game quickly, take the Warp to World 4. It's not the easiest to get to, but it's worth the effort.

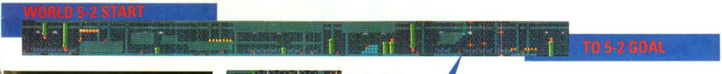
| WORLD 1 | WORLD 2 | WORLD 3 | WORLD 4 |
|---|---|---|---|
| | | | |
| Get used to the original SMB play control in World 1. It takes time. | This World 2 matches the difficulty of World 6 in the original SMB game. | There are some pretty hairy jumps to tackle in the unfriendly World 3. | If you're pulling your hair out by World 4, it's OK. It's normal to do so. |





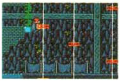
Once you've found the Vine hidden in a Block, bounce off of the Winged Koopa in order to get up to it.



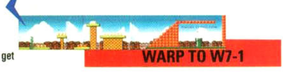


### NEGATIVE WARPS

Definitely different than the original SMB, The Lost Levels features Warp Zones that take you *back* instead of ahead to a higher World.



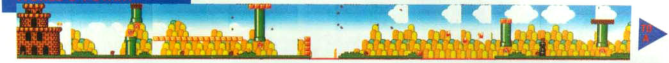
Getting to the Warp Zone in this area is tricky. You have to hit the last Block on the edge to get the Vine to appear.



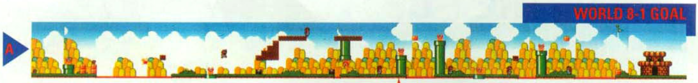
# GO AFTER THE PRINCESS!

World 8 in the original SMB is tough, but when comparing levels of difficulty, World 8 in The Lost Levels blows that away. Elevate your Super Mario skills to a new level!

**WORLD 8-1 START**



**WORLD 8-1 GOAL**



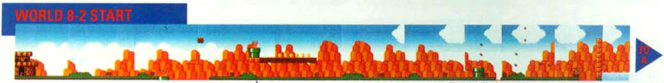
## LEAP OF FAITH

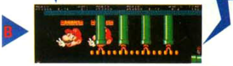
Just sprint off the end of the pipe and over the two stacks of Blocks and leap the large gap. A Winged Koopa will be there for you to bounce on.

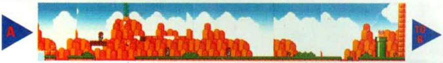
### WARP BACK TO 5-1

You probably don't want to go back to World 5, so if you happen to end up in this Warp Zone, just End your game, then Continue.

**WORLD 8-2 START**



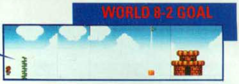




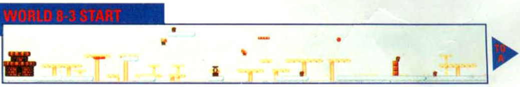
## GOAL IN THE CLOUDS

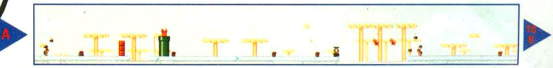
World 8-2 is different than any other World in the game because the Goal is not on the same plane as where you begin the World. Bounce off of a Winged Koopa to hit a Block that will reveal a Vine. Climb it.

**WORLD 8-2 GOAL**



**WORLD 8-3 START**

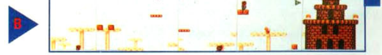




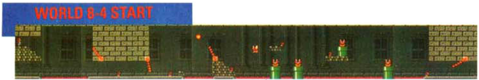
## HAMMER BROTHERS!

The Hammer Bros. are an evil pair of goons. The trick to defeating them is not to be scared. Get close to them and wait for an opening.

**WORLD 8-3 GOAL**



The jump to the Goal here may be one of the hardest in the whole game! Don't hesitate for anything.

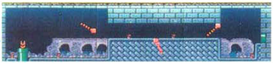

WORLD 8-4 START

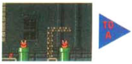
## A TOUGH JUMP

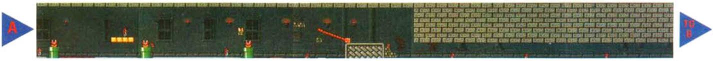
Get the hidden Mushroom to the left of the left pipe and then prepare to make the difficult jump down into the pipe on the right.

## FIREBALLS

Fireballs are unpredictable. Wait for one to start falling back into the pit before leaping.

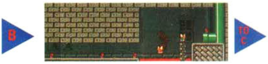


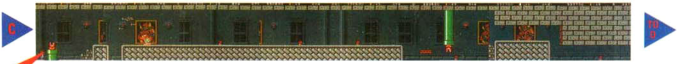




## SPRINT OVER SHORT GAPS

One-Block wide gaps on the ground or in floors or ledges can be crossed without jumping over them. Get a running start and your momentum will carry you right across the gaps! This technique will be very useful in many areas throughout the game. Watch out for Fireballs!



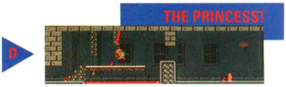


**IT'S A TRAP! DON'T GO!**

Don't take this pipe—it's a trap set by Bowser. He knows you're coming. He directed this pipe back to the start.

## BOWSER BATTLE

Battles with Bowser aren't really battles at all. You just avoid him. It's usually better to run under him when he jumps because he throws hammers at you.


D
THE PRINCESS!

Once again, if you haven't used any Warp Zones throughout the game, you will now be whisked away to World 9. Most regrettably, you won't have the option of Continuing if you happen to run out of lives while there. Either stock up on 1-Ups early on or be extremely careful! If you *did* use any Warp Zones, you'll be going to World A from World 8-4.

## CONQUER ALL OF THE KINGDOMS!

A true Super Mario Bros. champion is a person who can switch between and excel at each of the SMB games because Super Mario Bros., SMB 2 and SMB 3 all play differently. The Lost Levels adds a higher degree of challenge to the series. It can be frustrating to play at times, but ultimately, the fun factor and the appeal of the enhanced graphics will prevail. For the first time, you can play all of the Super Mario Bros. games without having to change the Game Pak!

SUPER MARIO BROS.
SUPER MARIO BROS. THE LOST LEVELS
SUPER MARIO BROS. 2
©1988·1993 NINTENDO
SUPER MARIO BROS. 3
1 PLAYER GAME
2 PLAYER GAME
BATTLE GAME

# TAKE THE- THE LOST LEVELS

## Are you a true Mario Maniac?

We're giving you a chance to show us what you're made of. And we'll award anyone who can reach World 9 of this poisonous pak with a badge of honor. Here's the catch—you can only reach World 9 of the Lost Levels if you play every single torturous level. Absolutely no warping! (If you try to take a shortcut, you'll skip from World 8 to bonus World A.)

Send us a photo of your accomplishment, and we'll send you this great iron-on patch. Just pause the game, and take a picture of the screen with World 9 clearly displayed in the corner. Get stompin'! The deadline is October 31, 1993.

Send your name, address and photo to:

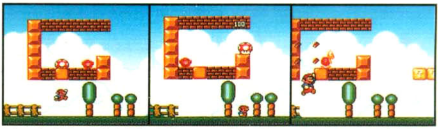
**Nintendo Power**
**World 9 Challenge**
**P.O. Box 97043**
**Redmond, WA 98073-9743**

## TIPS TO HELP YOU REACH WORLD 9

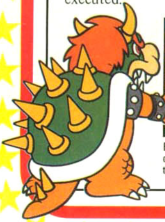
Only persistent Lost Levels players will reach World 9. Telling you how to get there is simple: don't warp. However, accomplishing the task is another story.

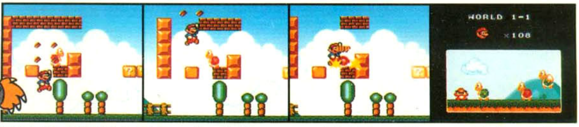
### HOW TO GET OVER 100 1-UPS!

In the very first stage of the game, World 1-1, you can get all the 1-Ups that you're likely to need for the entire game. It's not easy to do, but with some practice and a little luck, you'll be set for your lengthy journey through the Lost Levels and on to World 9 and beyond! Study the photos to see just how this tricky move is executed.



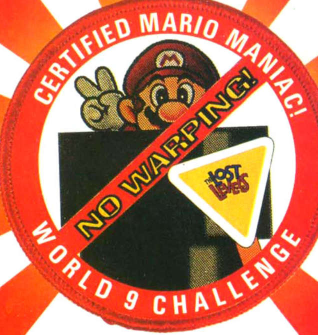
Release the Mushroom that's hiding in the second Block and then bounce it up and over the last Block without getting rid of the Koopa Troopa. It's very important not to scroll the screen forward past the first row of Blocks. Next, go back and break out the first Block.





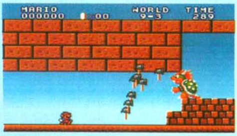
Break the third Block in the horizontal row and leave the Koopa quickly pacing back and forth on the fourth Block. Jump through the gap where you broke out the first Block and stand on the second Block. Take a small jump over onto the Koopa. Mario should bounce up and down on the shell and will eventually begin racking up 1-Ups. DO NOT get over 110. It will end your game!

# WORLD 9 CHALLENGE


CERTIFIED MARIO MANIAC!
NO WARPING!
THE LOST LEVELS
WORLD 9 CHALLENGE

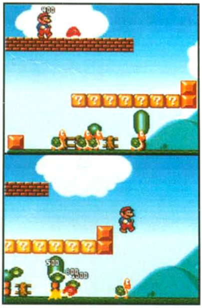
### Contest Rules

Patch will be awarded to all valid entries received postmarked by October 31, 1993. Entries must include a photograph of a television screen with Level 9 clearly displayed from the video game Super Mario All-Stars, The Lost Levels, along with the entrant's full name and mailing address. All judging decisions made by the Nintendo Power Staff are final.


MARIO 000000
×00
WORLD 9-3
TIME 289

## KOOPA KRASHER

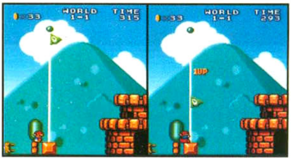
When herds of Koopa Troopas are found, you can often nab a precious 1-Up by knocking all of them over in one fell swoop.



Mario kicks the red shell causing it to move down to the lower level where the Koopas are wandering aimlessly. Follow the red shell as long as you can to knock over many Koopas.

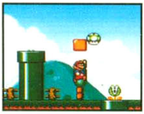
## HELP FROM THE FLAG POLE

If your Coin total is 11 or a multiple of 11 (22, 33, 44, etc.) you can earn a 1-Up if you touch the flag pole when the last digit on the timer matches the multiple. Check out the photos for an example.

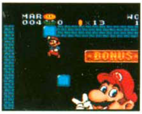

×33
WORLD 1-1
TIME 315
×33
WORLD 1-1
TIME 293
1UP

## FIND THE HIDDEN 1-UPS

Many areas in the game hide 1-Ups. It's a matter of jumping around and knocking out Blocks to find them.



Invisible Blocks are difficult places to find 1-Ups because you don't know where they are!



It's a good idea to break out as many Blocks as you can in each Bonus Area that you enter.

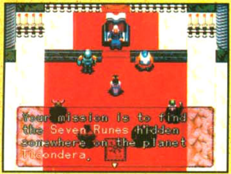
© 1993 Produce/Enix

# The 7th Saga

**The latest RPG for the Super NES from Enix sends adventurers on a quest to find runes hidden throughout the land of Ticondera. It's an epic search that Enix estimates will take players more than 65 hours to complete. Players can choose to be one of seven king's apprentices—each with a unique personality and different set of capabilities—and though they begin the adventure solo, they can invite the other apprentices to join them as they meet up in various locations. Up to three games can be saved on the battery-backed, 12-meg Game Pak.**

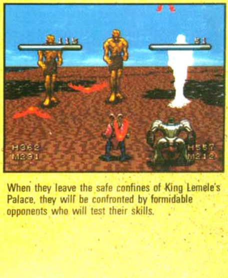
## THE SAGA OF THE SEVEN RUNES

According to Ticonderan legend, an ancient tome was found in the darkness of a mountain cave some three thousand years ago. The ancient words that filled the pages were largely indecipherable to those who chanced upon the book, but what they could understand, only a small portion of the introduction and part of the conclusion, alluded to events that had played themselves out many generations earlier. Now, the king's seven apprentices, descendants of the warlords who vied for power in those ancient days, seek the seven fabled Runes and the power they grant the one who holds them. Before their departures, the king gives each apprentice a special Crystal. The Crystals allow the apprentices to see approaching enemies and nearby towns, caves or castles. They all set out at the same time, but separately. At some point they might decide to team up with one or more of their fellow apprentices, but at the outset, it's every apprentice for him- or herself. No two apprentices—or players—will search in quite the same way. Many factors, such as the order in which players visit towns and the amount of time it takes them get to there, determine the outcome of events, so no two players are likely to experience 7th Saga in quite the same way.



Your mission is to find the Seven Runes hidden somewhere on the planet Ticondera.

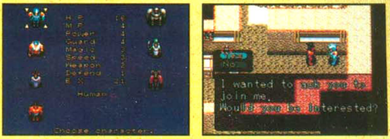
In the beginning, the seven apprentices stand before King Lemele to receive his solemn instructions.



When they leave the safe confines of King Lemele's Palace, they will be confronted by formidable opponents who will test their skills.

# THE SEVEN SEEKERS

Each of the seven apprentices has his or her own special qualities and abilities. Some rely more on brains than brawn, and some possess awesome magic powers. Although you can choose only one as your main character, later you can pair up with apprentices who have abilities that complement your own. If you meet up with others along the way they may refuse when you ask them to join you. Try asking again after you've gained more experience to see if they'll change their minds.

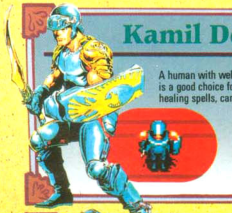


Choose character.

I wanted to ask you to join me. Would you be interested?

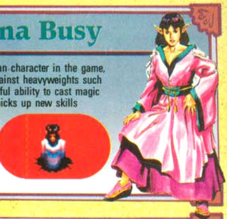
As you highlight the characters, their stats will be displayed on the screen. You'll have to weigh their strengths and weaknesses before you decide on one.

## Kamil Dowonna



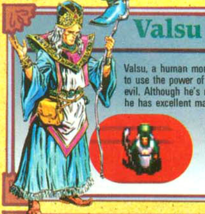
A human with well-balanced skills, Kamil Dowonna is a good choice for the beginning player. He knows healing spells, can use most weapons and has good speed in battle. His personality is neutral and he has a strong sense of justice. A good partner for Kamil is Valsu Saizer, who has strong values and is determined to use the Runes to eradicate evil.

## Esuna Busy



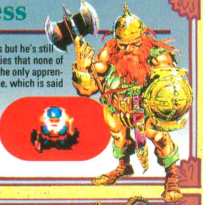
Although she's the only woman character in the game, Esuna holds her own even against heavyweights such as Wilme and Lux. Her powerful ability to cast magic spells is legendary, and she picks up new skills quickly. Her magic power is the highest of anyone's, but her attack and defense powers are relatively low. Pair her with a powerhouse to make a strong team.

## Valsu Saizer



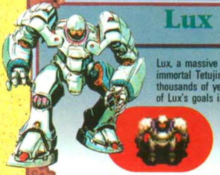
Valsu, a human monk, has strong beliefs. His goal is to use the power of the Runes to rid Ticondera of all evil. Although he's not particularly strong in battle, he has excellent magic skills and can cast even the most sophisticated healing spells. Good by nature, he will refuse to join parties containing evil characters. He will readily align himself with other good-natured apprentices.

## Olvan Jaess



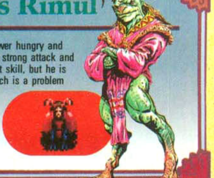
Olvan is the oldest of the apprentices but he's still very competitive. He has some abilities that none of the others have. For example, he is the only apprentice who can enter the Tower of Grime, which is said to be filled with generous treasures. Although he's relatively weak against the magic attack, he's strong and quick in hand-to-hand combat. Olvan makes a good supporting teammate.

## Lux Tizer



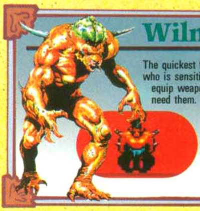
Lux, a massive hunk of metal, is one of the famed immortal Tetujin race. Though they've lived for thousands of years, Tetujins have no memory. One of Lux's goals is to find the Runes to discover who made them and for what purpose. Lux's upkeep costs little—he comes equipped with all of the weapons he can use. He has strong offensive and defensive power but cannot heal himself when injured.

## Lejes Rimul

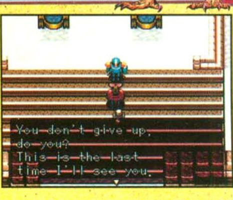


Evil in nature, Lejes Rimul is power hungry and uncooperative. He mounts a very strong attack and uses magic offensively with great skill, but he is unskilled at healing himself, which is a problem because his other weakness is defense. They say that his goal is to gain control of the Runes then challenge King Lemele for the most powerful position in Ticondera.

## Wilme Pelin



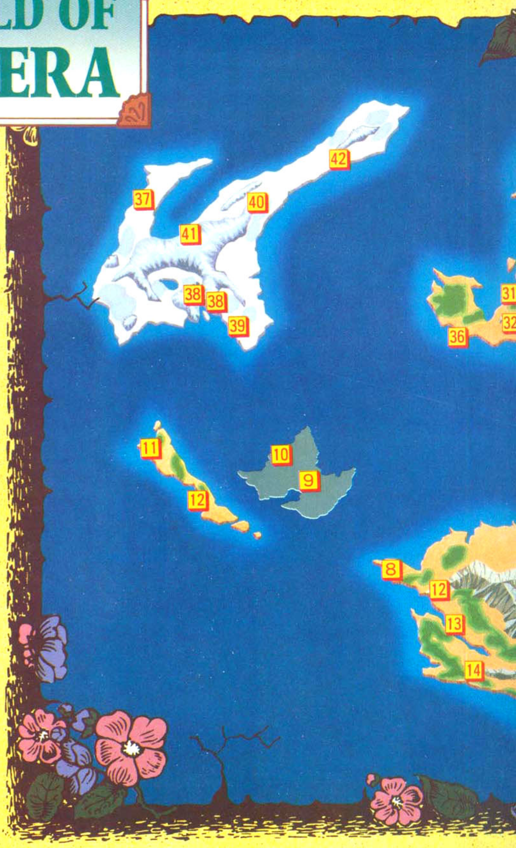
The quickest fighter of all, Wilme is an alien who is sensitive about his appearance. He can't equip weapons and armor, but then, he doesn't need them. He moves up in experience levels quickly. It would make sense to pair him with Kamil or Olvan, who both require lots of money for weapons. He has strong fire spells and is good at evading magic attacks.



You don't give up, do you? This is the last time I'll see you.

As you select your character, keep in mind that you might find yourself fighting the ones you don't choose. Can you beat them with the hero character you've chosen?

# THE WORLD OF TICONDERA



## WORLD TOUR

The overworld map shows the locations of the many villages, caves and castles that you'll visit on your quest to recover the seven Runes. As you can see, the quest takes you over rugged mountains and to outlying islands. You'll find several modes of transportation useful. At one point, you'll even board an odd submarine that many mistake for a dinosaur. Listed with each map label are a couple of points that will help you accomplish the major goal for that area. Bon voyage, travelers—we hope that your passport is up-to-date.

### 1 LEMELE'S CASTLE

ele
look forward to seeing
with the Runes.

As the quest begins, King Lemele calls his seven apprentices, including you, to a meeting in his castle. From here, the group will spread to the four corners of Ticondera seeking the seven Runes.

### 2 LEMELE

Buy Potion 1 at the Shop in Lemele before you set out. Battle the weak enemies nearby and return often to save your game as you build experience. Drink water to refill your Hit Power by five points.

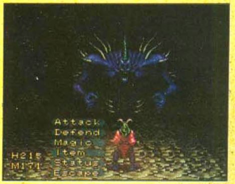
### 3 RABLESK

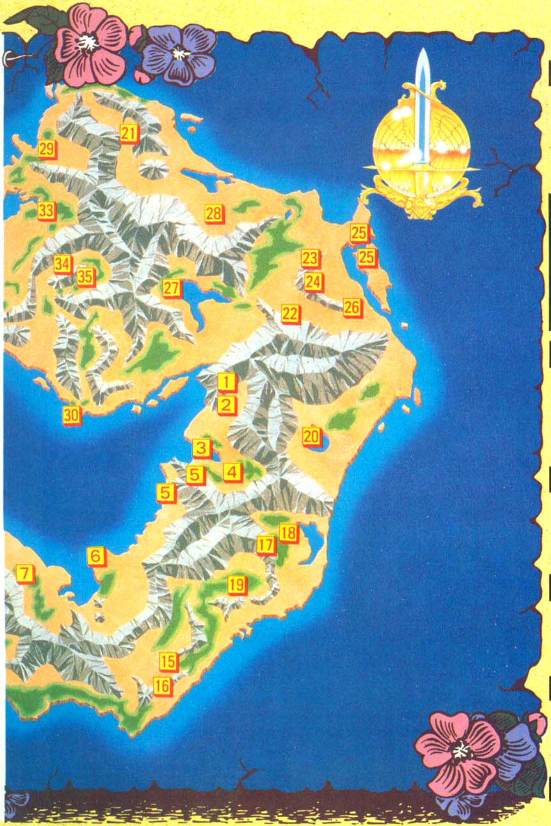
The people in Rablesk ask you to open the Gate of the Earth, which is to the south. When you talk to various people you find that the gate key is held by a monster called Romus. Talk to Gain, a man in the tavern, to get the promise of a Map when you obtain the key and open the gate.

The traveler who left for Aran to get the Key of Earth has not returned.

### 4 ARAN CASTLE

Aran Castle is home to Romus, the Ghost Dog. He holds the key to the Gate of the Earth. Before you enter the castle to challenge Romus, you should have an Experience Level of at least five. As you pick your way through the castle to meet him, search for Treasure Chests. Some of the chests hold valuable weapons and items that would be expensive to buy at the shop in town. You'll find Romus in a room in the northwest corner of the third floor. When you come face-to-face, use magic to gain the advantage. Use your magic to sap his Hit Power and use Thunder to attack.





## 8 CAVE OF MELENAM

The cave of the lost civilization is dark and dank. Search for Treasure Chests and watch your Crystal display. When you see a red, flashing light, you're near the Wind Rune. Get the Rune and head for the exit in the southwest. The exit path is blocked by a big stone, but Brantu can move it. When the path is clear, he thanks you and asks you to visit him the next time you're near Brush, where he lives.

H218
M135
H364
M 85

## 9 MELENAM

In Melenam, you'll meet several Tetujin, androids made by age-old technology. They are in various states of disrepair. Lux, one of the apprentices you might have enlisted back in Bonro, is also a Tetujin, but he's in good shape. Even though you've heard plenty about the treasures of Melenam, the Treasure Chests here don't hold anything special.

## 10 CAVE TO EYGUS

You'll meet Pison again here, but this time he's back from the Dark World and becomes Red Pison. He's stronger than Pison, so if you want to return to a town and save your game, use the Wind Rune. After you beat him, search the area to find Magic Water.

## 11 EYGUS

The people of Eygus decided long ago to isolate themselves from the problems they saw growing in other areas where the inhabitants took peace and prosperity for granted. One man will show you to the entrance to a tunnel that leads to the continent.

## 12 CAVE TO PELL

Go down the stairs in the back room of the house in Eygus to enter the Cave to Pell. It's a narrow, twisting tunnel that is packed with monsters. You'll barely be able to take a step without running into one. After you find the exit, head south.

## 13 PELL

Pell is called the water town. You'll meet an unemployed, singing digger hanging out at the local tavern. You'll come back to offer him a job after visiting the next town. Stock up on items before you move on—there are no shops in the next one you come to. The bartender recalls hearing that a tribe in the south had something called a Water Rune.

## 14 GUNTZ

Guntz needs water. If you keep pressing the town sage, he'll eventually promise to give you the Water Rune if you can bring water back to Guntz. Bring the digger from Pell here to dig a well.

## 5 GATE OF THE EARTH

With the key that you earned by defeating Romus, unlock the Gate of the Earth, which blocks the tunnel between Rablesk and Bonro. In the tunnel you'll meet up with Pison, the man you were warned about in Rablesk. Although he's not adept at using magic, he carries a big whip. Raise your Experience Level to at least ten before you enter the Cave of the Earth.

been waiting for you.
I'm Pison. One of your fellow travelers hired me to get rid of you.

## 6 BONRO

Find Gain and get the Map he promised. He moves around, so you'll have to talk to lots of people to pin him down. You'll also get tips about going to Zellis to learn more about a mysterious treasure.

## 7 ZELLIS

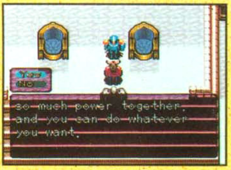
Some other apprentices are staying here, as they were in Bonro. If you didn't enlist anyone's help there, this is a good place to try. Here, you'll meet up with a well-known historian, Brantu. He claims to know where the entrance to the lost civilization of Melenam is. Sign him up!

## 15 PATROF

An evil man has grasped control of Patrof and rules from the castle, which is locked. Find a hidden passage to the castle under one of the Tombstones.

## 16 PATROF CASTLE

The castle appears to be empty, but it's not—one fierce foe awaits. He's one of your fellow apprentices gone bad who at first tries to convince you to join him. When you refuse, the fight's on. If you lose, he'll take the Wind and Water Runes and you'll end up back at the Inn in Patrof. Buy B Power and return through the front gates to fight again.

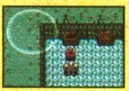


so much power together, and you can do whatever you want.

## 17 BONE

Get the Remote Control from the lost kid and don't talk to any of the other apprentices here—they'll only try to steal your hard-earned Runes.

## 18 CAVE OF MILTO



Look for an unusual section of wall in this cave. Use the Remote Control to open a tunnel. Inside, you'll meet an eccentric scientist who has created a submarine. He'll invite you aboard and drop you off at the port town of Dowaine.

## 19 GRIME TOWER

Only Olvan can use the entrance to this tower, and he must use a Gold Key acquired in Bone. The tower has 14 floors and lots of Treasure Chests. At the top is a Warp Tile that leads to the North Tower.

## 20 DOWAINE

In Dowaine, you'll hear about the dispute taking place between the neighboring towns of Belaine and Telaine. A child in town will sell you items valued between 50 and 500 G for 100 G.

## 21 NORTH TOWER

Any of the apprentices can enter through this tower's door and climb to the Warp Tile on the fifth floor. They can warp from there back to the Grime Castle, which only Olvan could enter from the door.

## 22 BELAINE

Belaine is an industrial city. There are four Weapon Shops, so visit each before making a purchase. If you have enough gold, buy the famous Muramasa Sword, which costs 5000 G. It's a powerful weapon.

## 23 TELAINE

The people in Belaine were upset because Telaine, which provides the raw material necessary for producing weapons and armor, raised the price of ore. In Telaine, you'll learn the other side of the story. It seems that their mine is played out, and unless someone finds a new source of ore, they'll have nothing to sell. The people are very bitter about Belaine's selfish attitude, and unless someone intercedes, it looks like war will break out.

## 24 TELAINE CASTLE

A man in the castle will tell you about Luze, an ancient civilization that respected the Sky Rune. He tells you that you'll find the ruins of the civilization on the Island of Beore, to the southwest.

## 25 CAVE OF BEORE

The Cave of Beore leads to the island. There are Treasure Chests in the cave, but it's best to hurry to the island and find the Sky Rune before someone else takes it. Collect treasure on the way back.

## 26 LUZE

From the cave exit, travel south to find the ruins of Luze. As you walk through the ruins, you'll see dark spots on the ground. If you search, you'll find that they are pieces of the Crystal of Peace. Pick them all up. You can sell them later for 100 G. You must defeat the Dragon guarding the Sky Rune in order to take it. If you spent too much time wandering around in the cave, you'll find that someone has beaten you to the Rune.

## 27 PANG

Pang is known as the Kingdom of the Dwarf. If Olvan is part of your party, you'll hear about the secret Cave of Laosu. Search the ground for Potions.

## 28 PADAL

Padal is a warrior training ground. If you meet Commander Prosa, he'll ask you to help save the children of his hometown, Polasu, from a wicked Serpent.

## 29 POLASU

The people of Polasu beg you to help rescue their children, who are being held captive by a Serpent in the Castle of Baran, which is south of there.

## 30 PANDAM

The port city of Pandam is south of Brush. One ship runs from here to Bonro, but no others dare the monster-infested waters. If you begin as either Esuna or Lux, you will arrive here by ship from Bonro.

## 31 TIFFANA

If you arrive in Tiffana before defeating the Serpent in the Castle of Baran, you'll find that the children—including the princess—are also missing from this kingdom. Defeat the Serpent to free them.

## 32 TIFFANA CASTLE

Go to the castle and talk to the king before you go to the Castle of Baran to fight the Serpent. When you return from the battle victorious, the grateful king will reward you with 5000 G.

## 33 BARAN CASTLE

The main gate to the Castle of Baran is locked, but if you walk around to the right you'll find a side entrance that is open. Open the many Treasure Chests as you work your way to the Serpent on the fourth floor. After you defeat her, get the Moon Rune from Prosa and the gold from the King of Tiffana.

## 34 BILTHEM

In Bilthem, you'll hear that the subjects are loyal to Doros, who rules with an iron fist. The innkeeper won't even let you check in without Doros' authorization. You might as well go meet the man.

## 35 BILTHEM CASTLE

The Dungeon Guard is in big trouble because he lost the Jail Key. Push the small table on the left up to find it. Use it to talk to the prisoner, who'll give you the Star. Use the Star to fight Doros.

## 36 BRUSH

In Brush, find Brantu. He's working on an invention—an aircraft—but you won't be able to use it until you have six Runes. Stuck? Talk to Rarsa.

## 37 VALLINCA

When you have six of the Runes, return to Brantu in Brush. He'll roll out his amazing aircraft and fly you to a distant island and Vallinca.

## 38 CAVE OF KAPEL

When you exit this cave, your party will be cursed by a magic trap. You won't be able to use your magic until you find out how to remove the curse.

## 39 BUGASK

In a nearby town, Bugask, there is an wise woman who knows a thing or two about curses. Travel there with your party to find out what to do next.

## 40 GUANTA

The mayor of Guanta is responsible for the magic trap that has cursed your party. Talk to him to learn how to remove the curse and move on.

## 41 CAVE OF BULNSEL

Once again, you'll meet up with Pison, who is now a formidable enemy. Defeat him and get the item that Guanta's mayor asked you to bring back.

## 42 GORFUN

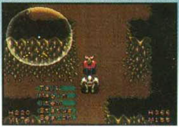
Finally: the site of the seventh Rune. The final boss is the baddest of all, and he knows your strengths and weaknesses better than anyone else.

# SAGA STRATEGIES

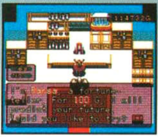
Fans of RPGs will find plenty to like in The 7th Saga, and every time they start with a different character, they'll have a new play experience that might vary from the brief walk-through we've shown here. Regardless of which character you select, though, there are some basic strategies that remain the same. The general tips on this page apply to play with any of the seven characters.

## USE THE CRYSTAL

Use the Crystal to your advantage. It pinpoints the location of towns, Treasure Chests and Runes. It also shows you which town the person you're seeking is in. If you're trying to build experience, seek out the enemies shown, but if you're just trying to travel avoid the enemy blips.



## SEEK YOUR FORTUNE



I'm Rarsa, a fortune-teller. For 100 G, I will predict your future. Would you like to try?

The fortune-teller, Rarsa, is wise. If you don't know what to do next, return to Brush and pay the 100 G she asks. She will give you strategy suggestions and point you in the right direction. You must talk to her after you've collected six of the Runes. Otherwise, you won't be able to use the aircraft.

## WAGE WAR WISELY

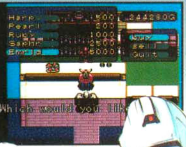
One of the first tips you get is also one of the most valuable. When you engage in battle, Defend with your first move and Attack with your second. It will lessen the damage you take and make your Attack more powerful. It's a good strategy to use against boss characters.

## USE THE RUNES

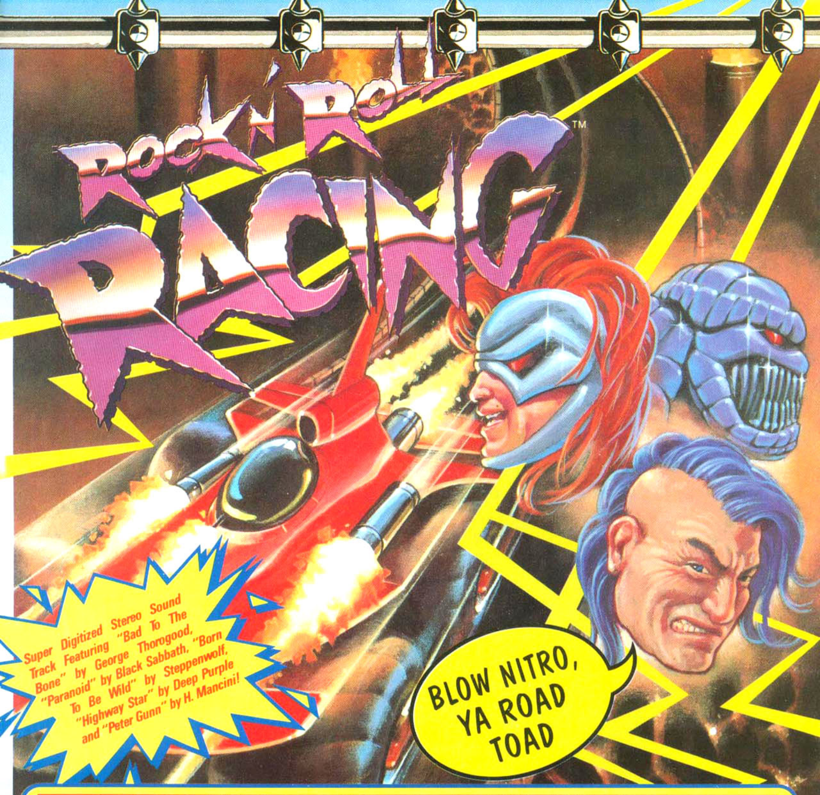
As you collect the Runes, be sure to take advantage of their different powers. Many of them are useful in battle. For example, the Water Rune restores energy lost in battle; the Star Rune doubles your defensive power.

## BANK ON JEWELS

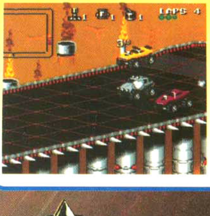
Before you leave any town, go to the Item Shop and buy as many jewels as you can afford. Traveling with jewels is much safer than traveling with gold. If you're defeated, enemies take half of your gold, but they don't take jewels. You can sell them later for full value.



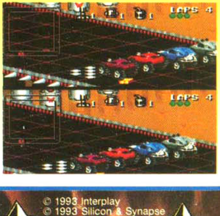
Which would you lik


ROCK 'N ROLL RACING™
Super Digitized Stereo Sound Track Featuring "Bad To The Bone" by George Thorogood, "Paranoid" by Black Sabbath, "Born To Be Wild" by Steppenwolf, "Highway Star" by Deep Purple and "Peter Gunn" by H. Mancini!
BLOW NITRO, YA ROAD TOAD

# LOOKIN' FOR ADVENTURE



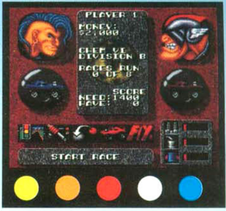
R&R used to mean rest and relaxation. No more! Rock 'N Roll Racing from Interplay can be played only one way—flat out and with the volume pumped! It's four heavily armored, heavily armed race cars driven by aliens who don't know the meaning of the word "mercy". It's a one or two-player extraterrestrial extravaganza. It's five planets with unique tracks, specialty racing vehicles, Power-Ups on the track, tons of cash and a password to plunge you into the action. It is, in a word, awesome! So head out on the highway and rock!


LAPS 4
LAPS 4

© 1993 Interplay
© 1993 Silicon & Synapse

# NOT YOUR DAD'S OLDS

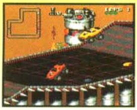
These five planets are for cyber punk gear heads. The four vehicles in each race can range from dune buggies to rocket sleds. Race the circuit or the VS. mode where every life form is on its own. There are also three levels of brutality and a bonus planet!



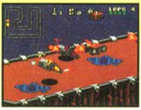
PLAYER 1
MONEY:
$21,000
CHEM VI
DIVISION B
RACES RUN
0 OF 8
SCORE
NEED: 1400
HAVE: 0

## BEAT 'EM OR BLAST 'EM

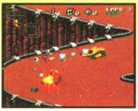
Skillful driving is only part of the fun. You have to know where your firing button is, too. Pick up some explosive megatonnage before the race, then mop up the competition.



Blast the leader with your Pulse Rounds.



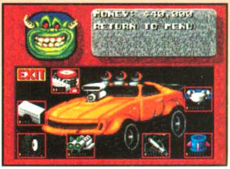
Use Jump Jets to leap over obstacles.



Missiles effectively dismantle the leaders.

## MONDO BONDO

Before you take it to the track, you've got to put your machine in order. Customize your wheels with armor, super engines, shocks and weapons.

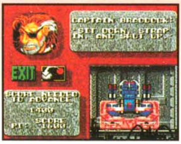


MONEY: $40,000
RETURN TO MENU

You don't have to fix up your old car. If you have the dough, buy a hot new machine in your favorite color.

## AROUND THE UNIVERSE

Each circuit takes place on a different planet. Each of the five planets has its own special track conditions.



CAPTAIN BRADDOCK:
SIT DOWN, STRAP IN, AND SHUT UP.
SCORE NEEDED TO ADVANCE
1400
SCORE
P1: 1600

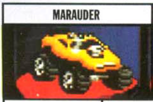
You'll find a new boss driver on each planet.

Great graphics warp you through interplanetary space.

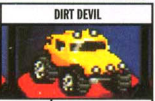
## NEW SETS OF WHEELS

As you move ahead to new planets, you'll find vehicles for sale that are better suited to the specialized tracks, but some of them cost a mint!

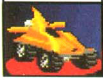
**MARAUDER**



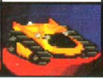
**DIRT DEVIL**



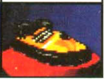
**AIR BLADE**



**BATTLE TRAK**

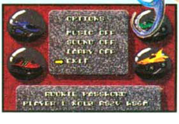


**HAVAC**



## TURN OFFS

If the music, sound effects, or "The Mouth" bug you, just turn them off.



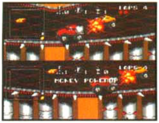
OPTIONS
MUSIC OFF
SOUND OFF
LARRY OFF
EXIT
ROOKIE PASSWORD
PLAYER 1 XCLR RS2V KSGM

# 3 WAYS TO PLAY

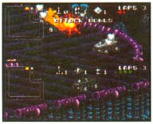
You've got three ways to rock and roll. First, race the circuit as a one-player game. Second, play head-to-head in the two-player mode. Finally, take on the hard core drivers in the VS. Mode with full weapons in either the one-player or two-player mode.

## TWO-PLAYER

The two-player mode pits you against one human opponent and two computer controlled drivers. You'll play on the circuit just as if you were in the one-player mode. That means you can get passwords and save your progress.



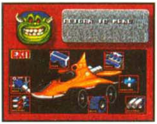
Pick up Money Power-Ups wherever they appear on the track.



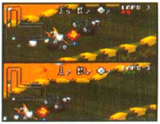
If you're smoking, grab the Armor Power-Up to fix your car.

## VS. MODE

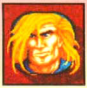
The VS. Mode is the ultra-cool option that lets you choose what planet to race on and gives you all the weapons right from the start. You also have three levels of difficulty: Rookie, Veteran and Warrior! This is the ultimate test!



You're already fully powered up, so you don't need to buy upgrades.



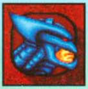
Watch out for Bear Claw Mines that are dropped on the track.



### SNAKE SANDERS

**+ 1 ACCELERATION**
**+ 1 TOP SPEED**

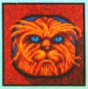
Snake is driven to bring the Indianapolis Super Cup back to Earth where rock and roll racing has its sacred roots. To heck with the glory. Snake just wants some respect. He moves out fast and keeps the speed up.



### CYBERHAWK

**+ 1 ACCELERATION**
**+ 1 JUMPING**

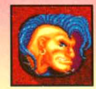
Boomer left his body to science. Science wired him up and brought him back as a cyborg driving maniac. Watch his quickness and jumping.



### IVANZYPHER

**+ 1 JUMPING**
**+ 1 TOP SPEED**

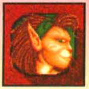
On his home world of Fleagull, Ivanzypher has been made a Planetary Hero for his exploits on the track. For great jumping and speed, IvanZ. has the right stuff.



### JAKE BADLANDS

**+ 1 ACCELERATION**
**+ 1 CORNERING**

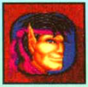
Jake was a ring leader on Xeno Prime before taking to the tracks. He learned that getting around the corners fast was essential.



### KATARINA LYONS

**+ 1 JUMPING**
**+ 1 CORNERING**

On Panteros IV, Katarina is a princess, but she's disgusted when beings treat her with kid gloves. She's also disgusted by the boasts of males that Rock 'N Roll Racing is their domain. She has more skill than any of them.



### TARQUIN

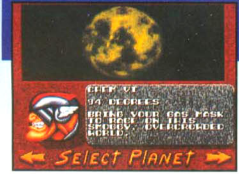
**+ 1 SPEED**
**+ 1 CORNERING**

From humble beginnings, Tarquin became a starship caption and then a Rock 'N Roll Racer. He has the inside track on skills.

# THE WORLDS

There are five worlds of thunder where the Rock 'N Roll racers vie for the Indy Super Cup. If you play in the Warrior Division, you can reach Inferno, a sixth world. Each planet has a different set of tracks with new types of obstacles and new strategies.

## CHEM VI



CHEM VI

94 DEGREES

BRING YOUR GAS MASK TO RACE ON THIS SMOGGY, OVERCROWDED WORLD.

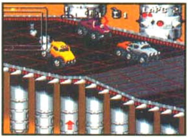
You'll need a gas mask to get around on this murky planet, which suffers from a thick smogasphere. The first eight Rock 'N Roll Racing events are held here, and from all accounts they are the easiest on the circuit.

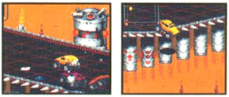
### VIPER MACKAY

*Viper MacKay is the lord of the Chem VI circuit, but he's anything but invincible. Keep your cool and he'll suck exhaust for the entire race.*

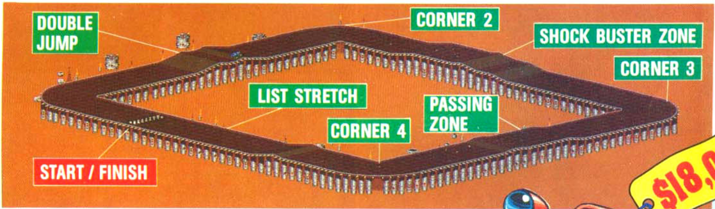
## THE TRACK

The Chem VI track is smooth with good traction, easily the best racing surface on the circuit. In the later races, look for increasingly complex track shapes and more jumps.



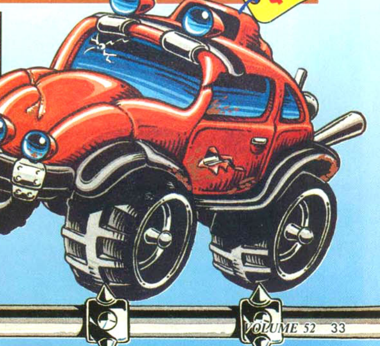


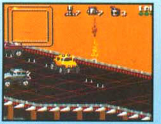
A poorly-timed jump on the raised Chem VI track can leave you with no place to go but down. If you lose a car, don't worry. You'll get another car seconds later.



## DIRT DEVIL

The Dirt Devil is one of two choices of vehicle you have at the outset. It's good in the corners and hills, but not as quick as the Marauder.



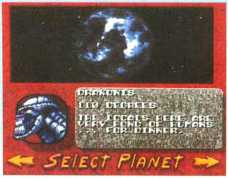


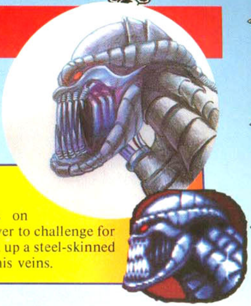
You'll have one round of ammo even at the lowest level of competition. Use it wisely.

Remember where you lay your mines so you'll avoid them on the next lap.

# DRAKONIS

Drakonis may be the home of a reptilian race with a taste for human food—or humans for food—but it's also the site of one of the hottest R&R Racing circuits. Expect 10 tracks of heavy metal!


DRAKONIS
110 DEGREES
THE LOCALS HERE ARE VERY FOND OF HUMANS ... FOR DINNER.

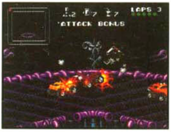


## GRINDER X19

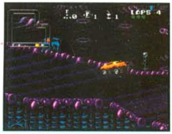
The Racing Institute scientists on Drakonis wanted the ultimate driver to challenge for the Indy Super Cup. So they wired up a steel-skinned fiend with transmission fluid in his veins.

## ALIEN ALLEYS

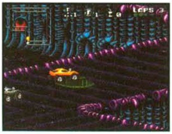
Drakonian tracks look rougher than they are. The ridges won't affect your driving, but the green pools of toxic waste act like glue, so you should avoid them or jump over them. Try using the Air Blade on this hilly circuit.



Build up a stock of weapons to clear a path.



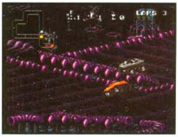
Keep to the center to avoid flying off the track.



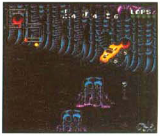
These pools will virtually stop you in your tracks.

## DRAK TRACKS

These ten tracks have all the twists and turns that you might expect on a world where R&R Racing is the chief industry aside from the production of Lizard Chow. Since it's easy to fly off the track on the hills, drivers should steer toward the middle.



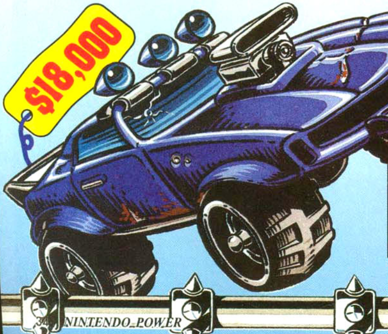
Expect lots of jumps, and be careful to land on the track!

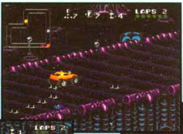


If you miss the track on a jump, you'll enter the Drakonian Swamp and explode on impact. Ouch!

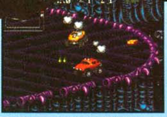
## MARAUDER

The Marauder is inexpensive, but it's a classy car. If your Marauder is tricked out, keep it instead of upgrading to an Air Blade.

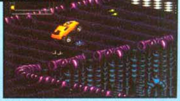




Drop some BF's Slip Sauce to spin your opponents.



The Marauder's Plasma Rifle packs some punch.



Locust Jump Jets give the Marauder a much-needed lift.

# BOGMIRE

Bogmire is the home world of numerous intelligent and devious species who will stop at nothing to fill the fabulous Indianapolis Super Cup with their beloved bogslime.

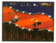
SELECT PLANET

### RAGEWORTT

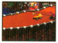
Prince of the Savirons, Ragewortt bides his time before taking the throne by thrashing all racers who challenge him. What he lacks in good looks, he makes up for with a bad attitude.

## PARADISE(NOT!)

The 12 courses on the Bogmire Circuit have almost every racing hazard known to man (and other species.) Rising above the humid swamps, they will test your stamina. The Battle Trak is a good vehicle for this world, if you can afford it.



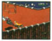
Expect a jouncing ride on the clay tracks of Bogmire.



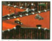
Some of the Bogmire tracks keep you coming and going.

## SLIP SLASHING AWAY

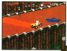
Bogmire's courses are best known for the bogslime that seeps up from the swamp. If you hit a puddle of this noxious liquid, your vehicle will spin out of control. Avoid it like the plague and jump to miss it if you have to.



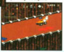
Out of control and ready to blow!



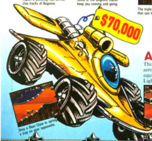
The Turbo Zone can speed you through the bogslime.



The triple loop track has two jumps that can leave drivers in the bog



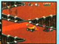
Spinning through bogslime can result in other vehicular damages, especially if other cars or jumps are nearby.



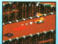
Drop a Bear Claw to spring a trap on your opponents.

## AIR BLADE

This is one of the hottest cars in the galaxy. Perfect aerodynamics gives it superior handling. It comes equipped with Rogue Missiles, Bear Claw Mines and Lightning Nitro.



A burst of Nitro power can push you ahead of the competition.



Rogue Missiles fire straight ahead. Take careful aim, then fire!

# NEW MOJAVE

Although New Mojave is an Earth prison colony world, the best legal minds in the galaxy managed to convince a jury that having an R&R Racing Circuit for the inmates was part of their rights.

SELECT PLANET

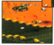
### ROADKILL KELLY

Roadkill vowed not to allow any R&R Racer to leave New Mojave alive! He is serving 14 consecutive life sentences for cruelty to camera lenses, so you might say he has nothing to lose.

## THE SANDS

he 14 tracks on New Mojave give no ercy. They range in size from short nd twisted to treacherously complex ith jumps that can send you spinning nto the desert sands. The Battle Trak s an excellent choice for this round.

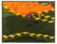
The camouflaged track can't disguise its difficulty.



With enough speed, you'll fly over the small hills.

## OIL BARRENS

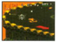
Oil bubbling onto the track results in multiple vehicle wipe outs and massive damage. If the going gets too rough you can always bug-out using the Give Up option, then try the course again. The long jumps on some tracks are the toughest yet.



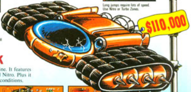
Crossing jumps can lead to some spectacular crashes.

Oil spills will send you spinning.

Use the Turbo Zones for extra speed.

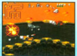


Long jumps require lots of speed. Use Nitro or Turbo Zones.

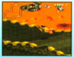


## BATTLE TRAK

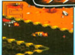
The Battle Trak is an awesome machine. It features Rogue Missiles, KO Scatter Packs and Nitro. Plus it has great traction even in poor track conditions.



The Battle Trak has a loaded arsenal.



Lightning Nitro sends the Trak flying over rough terrain.



Drop Scatter Packs to surprise those behind you.

# NHO

The frozen world of NHO provides the biggest challenge for drivers unless they qualify for the final world, Inferno. The place may be cold, but the action is as hot as it gets.

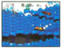
SELECT PLANET

### BUTCHER ICEBONE

He may look like a snowball in a parka, but Butcher is the genius of the R&R Racing circuit. When he chills out, nobody stands a chance against him.

## ON THE ICE

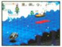
The ice can send you spinning, but it's really the snow that fouls up the race, because it'll slow you to a crawl. In the rough and tumble of the Warrior Division, a good strategy is to hang back early on while the other drivers use up their ammo.



The Havac won't slip because it doesn't touch the ice.

Stay close to the pack but out of the shooting.

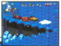
Nitro can boost you over obstacles and other cars.



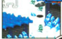
Memorize the locations of the Turbo Zones on the first lap then position yourself to take advantage of them in the following laps.

## CHAIN UP

The 14 races on NHO take place on ice, the trickiest of all the racing surfaces on the R&R Racing interplanetary tour. The tracks are often complex and require total concentration. Buy the Atlas Power Claws for super traction.



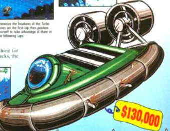
Stay away from the piles of snow. They'll slow you down almost to a stop.

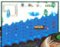


Build up speed to make these super jumps.

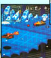
## HAVAC

The Havac hovercraft is the perfect machine for the icy world of NHO. It carries Scatter Packs, the heat-seeking Sundog Beam and Nitro.



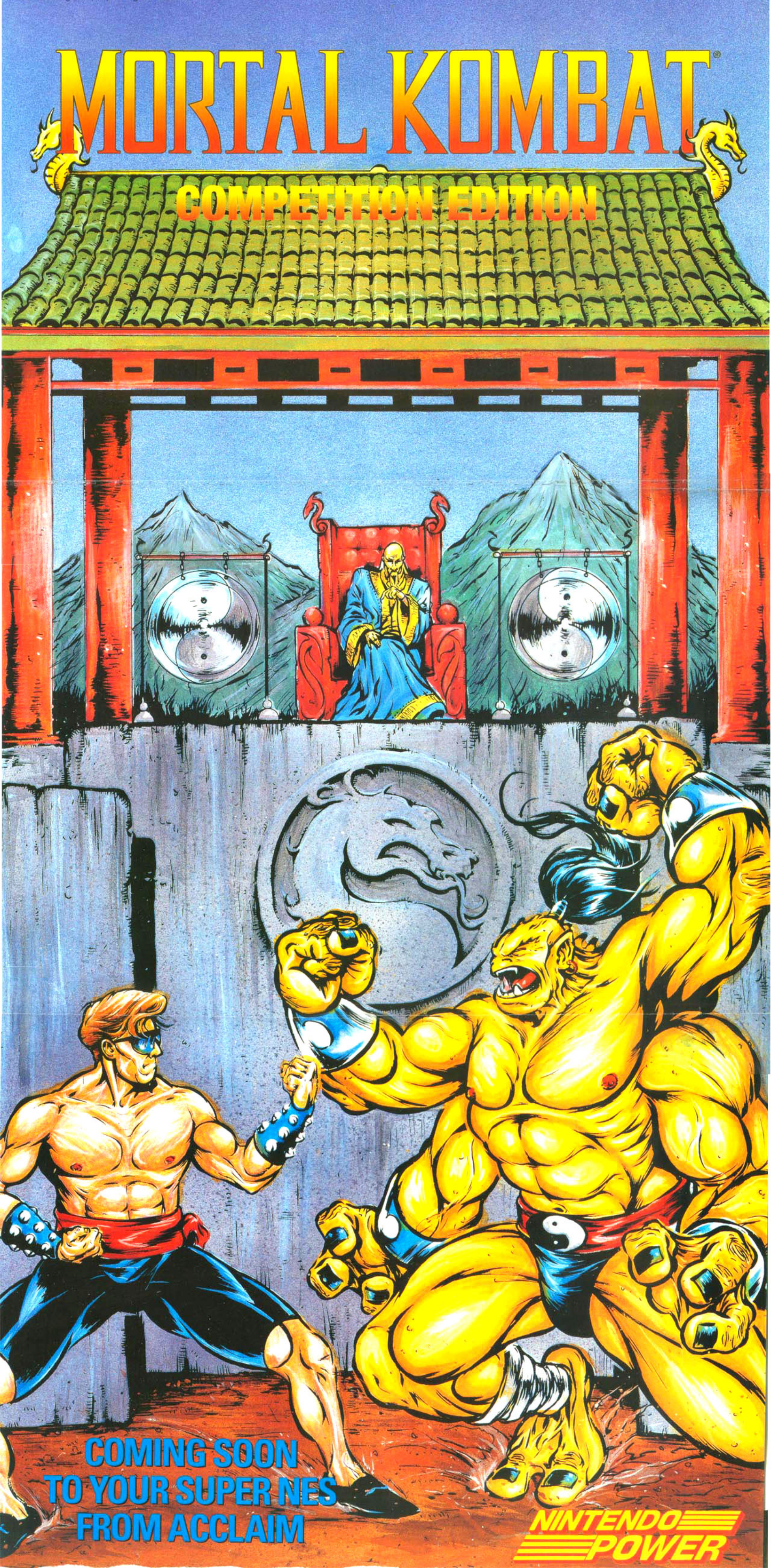


Scatter the competition when you're in the lead.



The Sundog Beam tracks your opponents, fore or aft.

Mortal Kombat® ©1992 Licensed from Midway®
Manufacturing Company. All Rights Reserved.


MORTAL KOMBAT®
COMPETITION EDITION
COMING SOON
TO YOUR SUPER NES
FROM ACCLAIM
NINTENDO POWER

**SPECIAL NFL CODE**

Konami's secret NFL Football code is exposed! Pg. 39

# THE SPORTS

## HOT RODS, FEAR & FISH

*Lou Z. Ball*

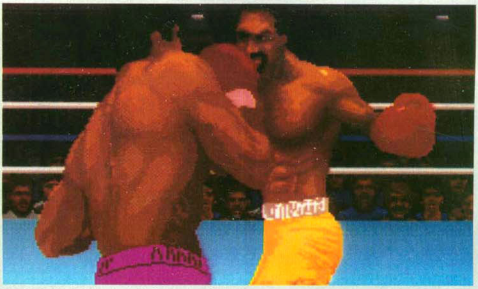
After driving off a pier last week in Seattle, I had to think about getting a new car. Back at the office, I started test driving the pack of new racing titles that have been flooding the Sports Scene desk. The choice of Super NES racing games was nearly as overwhelming as plunging into the bay! International F1 grand prix races, off road and motorcycle simulations, futuristic demolition derbys and even road races all flashed before my eyes. Super speed, super rods, super realism! No other video game system has racing like this. Even worse, I realized that no new car could compete with these hot vehicles. Maybe I'll get a boat instead.

## COMING SOON ON THE SUPER NES

**Brett Hull Hockey**
**GP-1**
**F1-Pole Position**
**F1-ROC II**
**Jaguar XJ2000**
**Lamborghini American Challenge**
**NBA Jam**
**NHL '94**
**NHL Stanley Cup Hockey**
**Pro Quarterback Club**
**Pro Sport Hockey**
**Super Bases Loaded 2**
**Super Tecmo Bowl**
**Top Gear 2**
**World Wide Soccer**

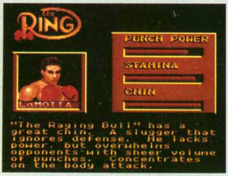
## THE GOOD FIGHT

### BOXING LEGENDS OF THE RING



**By Electro Brain**

Salt Lake City, UT—Electro Brain worked with Ring Magazine and Sculptured Software to bring Super NES sports fans the finest boxing simulation to date. You don't even have to be a fight fan to appreciate this game. From excellent digitized graphics that put you as close to the action as you could want to a set of options that will keep players coming back, bout after bout, Legends does it all. The game features tournament, exhibition and career modes for one-player or two-players.



"The Raging Bull" has a great chin. A slugger that ignores defense. He lacks power, but overwhelms opponents with sheer volume of punches. Concentrates on the body attack.

As far as depth goes, the only comparable fighting game is Electro Brain's Best of the Best for the Super NES, but that may all change now that a new standard has been set.

> **"Eight of the finest middleweights of the past century appear in Legends."**

Eight of the finest middle weight fighters of the past century appear in Legends including Hagler, Hearns, Toney, Graziano, LaMotta, Duran, and the incomparable Sugar Rays, Robinson and Leonard. The Battle of the Legends option is a tournament in which the eight greats meet head on. In the Career Mode, you get to create your own fighter and work toward the championship. Exhibition bouts are great for quick play and learning about the different fighters. Impressively, the computer gives the fighters their trademark moves and strengths.

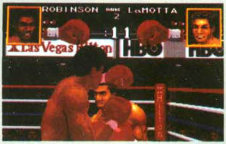
# SCENE

## GET DOWN IN BAJA

The secret is in the shocks in Tradewest's back-breaking Baja racer. Pg. 40

## SO REAL IT HURTS!

From the sound of the bell as the bout begins at the Las Vegas Hilton to the screaming fans at ringside, Legends recreates the feel of professional boxing to an incredible degree of realism. Unlike the stiff punches seen in TKO Boxing and the limited mobility of George Foreman's KO Boxing, Legends looks smooth and delivers a wide variety of punches and moves. Not only does the game look and sound great, it has excellent play control and useful information on the screen, including pictures of the fighters' faces that show how hurt and exhausted they are. Legends also scores points for having a password option and a training mode between bouts. It's a knock out!



WHEN YOU NEED THAT EXTRA PUNCH!

**SPUDCO**

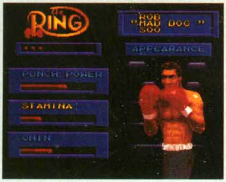
GARLIC FLAVORED MOUTH PIECE

Try our other flavors:
Original
Onion
and NEW Kim Chee

## THE CAREER PATH

The Career Mode begins when you create your own boxer. You name him, select his appearance, then give him the punching strengths that will keep him in the action. Once you've accomplished that, the long road up through the ranks begins.

Your first bout is against Kinikini, a fictional contender with great arm strength but a suspect jaw. Use your strengths and super punches to kayo this pretender or win on points. After winning the bout, you'll switch to a training session in which you can increase one of your basic traits such as Stamina, Strength or Chin.



The Career Mode continues for nine bouts as you work toward the title fight. If you win, you can use your fighter in the Battle of the Legends Mode and win the middleweight title. Besides using your best combinations, each boxer has a limited number of super punches that can be used in each fight. After winning a bout, you'll return to the Ring Magazine ratings screen to see your standing amongst the middleweight contenders. Your record will be updated and you'll be given a password. The passwords are very long, so you have to be careful writing them down. Before each bout, you'll see a review of your next opponent's skills. You can learn a lot from the strength meter and the written description of your opponent's fighting style and then turn it against him in the ring. For instance, if a fighter has low stamina, work on body punches to sap his energy. If he has a weak chin, continued pounding to the head with upper cuts will wear him down or even put him on the mat.

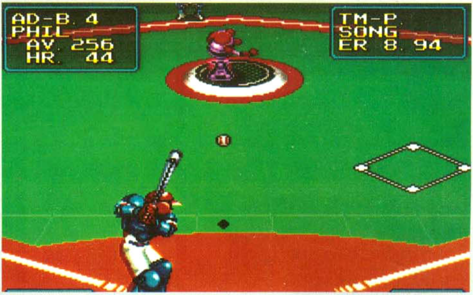
> **"If you win, you can use your fighter in the Battle of the Legends Mode and win the middleweight title."**

The options in Legends include changing the perspective of your fighter from front to back, switching off the black out option, and selecting your skill level. Overall, the balance of great boxing action and excellent options makes Legends a true heavyweight.

# THE FUTURE IS SUPER BASEBALL 2020

### By Tradewest

Corsicana, TX—Ball players from the last century probably wouldn't believe the major leagues of today, what with designated hitters and million dollar player salaries, and the chances are pretty good that we won't recognize the game of baseball in the next century. Tradewest's vision of the future is Super Baseball 2020, the arcade hit now finding a home on the Super NES. This is baseball with a twist. The field has been altered and the teams are from all over the world, but the biggest change is in the players, some of whom are robots! But the bottom line is that SB 2020 would be an excellent baseball game even without the futuristic setting because the play is quick and fun.



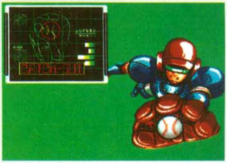
## FUTURE TEAMS

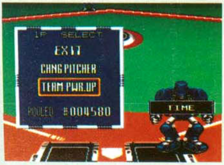
Super Baseball 2020 is definitely not your grandfather's baseball game, and the differences begin with the teams. Composed of humans and robots, there are 12 teams from around the world with such names as the American Dreams and Aussie Battlers. Choose your team based on the strength stats, but don't worry if you're weak in certain areas. You can use prize money to strengthen your team as the tournament progresses. During the game itself, you can call time out and switch hitters or pitchers, or you can beef up a player who proves to be a weak link. Unlike most other baseball simulators, having the strategic ability to mold your team is one of the most interesting aspects of this game.

You can also play SB 2020 as a two-player game. Since hitting, pitching and fielding are very intuitive, anyone can play right off the bat. As a matter of fact, as far as true baseball feel is concerned, SB 2020 can match up to such solid entries as Super Batter Up, Cal Ripken Jr. Baseball and Roger Clemens MVP Baseball. The true baseball fanatic, however, may object to the altered foul zones and home run zones of the Cyber Egg Stadium where the Super Baseball league plays its games.

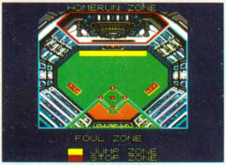
> **"Since hitting, pitching and fielding are very intuitive, anyone can play right off the bat."**

The graphics of 2020 are particularly good. Big characters, bright colors, smooth animation, and even the robots seem believable! When a particularly spectacular play is made, the game automatically shifts into a close-up, animation sequence. This happens with great fielding plays as well as home runs. Like most sports games, the best challenge will come not from the computer, but from human opponents. For human opponents to become skilled at a video game requires an easy-to-learn, intuitive interface. Super Baseball 2020 has that, plus it has some wildness you won't see anywhere else.

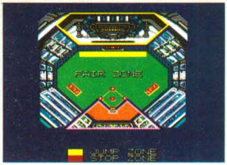




**HOME RUN ZONE**



**FOUL ZONE**



# POWER SCORES KONAMI CODE

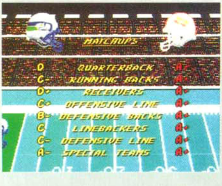
**By Konami**

Buffalo Grove, IL—The design team at Park Place included the ultimate NFL challenge when they were creating Konami's NFL Football for the Super NES. A special password, given exclusively to Nintendo Power from Konami, handicaps the player by giving him control of the lowest rated team in the game—the Seattle Seahawks—in a match up with the top rated Konami Pro Team. If you take the Seahawks to victory in this special code match-up, you may be taking a trip to Hawaii as the winner of Konami's Score Big Or Stay Home Contest. In order to defeat the Konami Team, you'll have to use all your football savvy.

When initially testing out your lowly Seahawks, you may be tempted to give up, become a clown instead and join a traveling circus—at least in that role the laughs from the crowd will be intentional. If you do, kiss goodbye a chance at Konami's great Grand Prize trip to the Pro Bowl in Hawaii. Once you settle down, you'll find that the Seahawks aren't quite as hopeless as you thought. Their running game is pretty good inspite of the low grades and their defense and special teams are actually quite good, especially if you get a hang for second-guessing the Konami Team's play calling.

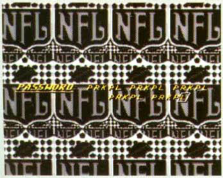
The Seahawks best play is the 47 Sweep from the Shotgun formation when you run to the opposite side of the field from that shown in the play diagram. When you hit the line, push the Y Button to spin off tacklers and the X Button to high step past other encroaching defensive players. One of the best features of NFL Football is your ability to use spinning, high stepping and stiff arming techniques to gain added yardage for your running game. Since your players don't get tired from down to down as in some games where you must constantly substitute players, you can run your backs constantly. The best ratio between running and passing plays for the Seahawks is four to one—four running downs to one pass. When passing, choose the Shotgun formation and the Deep Out route. You'll have more time to find the open receiver before being introduced to Mr. Turf.

**The Konami Team Code:**
**PRKPL PRKPL PRKPL**
**PRKPL PRKPL**



MATCHUPS

| | | |
|---|---|---|
| D | QUARTERBACK | A+ |
| C- | RUNNING BACKS | A+ |
| D+ | RECEIVERS | A+ |
| C+ | OFFENSIVE LINE | A+ |
| B- | DEFENSIVE BACKS | A+ |
| C | LINEBACKERS | A+ |
| C- | DEFENSIVE LINE | A+ |
| A- | SPECIAL TEAMS | A+ |



PASSWORD PRKPL PRKPL PRKPL
PRKPL PRKPL

Another element in your quest for free pineapple is that your opponent is a computer and you're not. People have a way of surprising computer opponents, no matter how good the artificial intelligence may be. This isn't just a matter of clever play calling, but also of timing your cuts and stiff arms and looking for running room. On defense, quick reaction is essential. Surprise the offense with blitzes and goal line formations even when you're in midfield. Shift your active player around to a linebacking position so you can make the tackle on both running and passing plays, keeping to the middle to snag interceptions. If you try all these tactics, chances are that you and the Seahawks might be headed to paradise come next February!

## RULES OF THE GAME

To enter Konami's Score Big Or Stay Home contest you must use the following Pro Team "Match Up" level password: PRKPL PRKPL PRKPL PRKPL PRKPL. This password automatically puts you in a special Pro Team "Match Up" game as the Seattle Seahawks with your opponent being the awesome Konami Pro Team. All the players on the Konami Team have top skill and strength settings, making them the best team in the game. The Seahawks have the lowest rating as a team. Since you control the Seahawks, you'll face the greatest challenge possible by having to defeat the Konami Team in order to qualify for the Score Big contest.

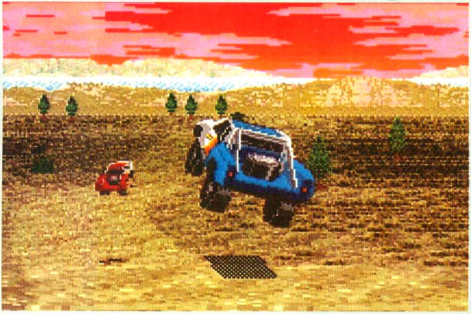
Here's how you enter. After winning the game, the final score screen will appear with the Seahawk helmet graphic on the left and the Konami Team helmet on the right. Take a photograph of your winning score and include it with the Entry Form that comes with the game. Make sure you read the contest instructions included with the Game Pak. Then send the photo and entry form to the address listed below. Winners will be chosen from scores with the widest margin of victory.

The Score Big Or Stay Home contest is sponsored by Konami. Do not send entries to Nintendo Power or Nintendo of America. The Grand Prize is a trip for two to the 1994 Pro Bowl. Entry photos and Official Entry Forms must be received by November 30. Send Entries to:

**Score Big Or**
**Stay Home Contest**
**P.O. Box 23565**
**Milwaukee, WI 53224.**

For questions, call Konami Customer Service: (708) 215-5111.

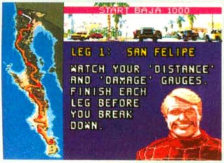
# OFF ROAD BAJA STYLE



### By Tradewest

Corsicana, TX—When it comes to physical endurance, nothing can beat the beating that drivers take in the cross country races of Baja California. The desert terrain makes the moon look like a garden spot and the mechanics who work on the souped up 4×4s have about as much grasp of a smooth ride as a bucking bronco. Tradewest recreates this motorized bruise for the Super NES in its Super Off Road: The Baja game.

One or two players can challenge the world's toughest tracks. (The two-player game has alternating turns.) In fact, to call these rutted, hilly scratches in the desert "race tracks" would take a true visionary. Along the course you'll pass spectators, ATV racers and even wild animals. Be sure you do pass them, though, and don't run over them, as flattening one of your fans will cost you big bucks. The race course itself splits and branches, offering drivers a variety of choices. There are money Power-Ups and Nitro canisters to be found along the way. Sometimes a longer trail contains lots of goodies.



START BAJA 1000

LEG 1: SAN FELIPE

WATCH YOUR 'DISTANCE' AND 'DAMAGE' GAUGES. FINISH EACH LEG BEFORE YOU BREAK DOWN.

The 3-D terrain may be the most impressive aspect of this or any racing game. You truly climb hills and fly over the top of them. Although Ivan "Ironman" Stewart warns you to keep your wheels in the mud, the temptation to throw caution to the wind is hard to resist.

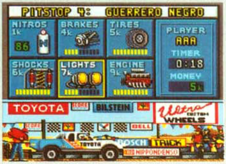
> **"Unlike the first Super Off Road game, driving is a real skill in The Baja, and far more realistic."**

Graphically, Baja is one of the best looking race games around. The animation can be jerky in comparison to track racers like Nigel Mansell, but in the context of Baja races it seems to be perfectly justified. The behind-the-truck view gives drivers a wide perspective, the better to avoid deer and kids on ATVs. Unlike the first Super Off Road game, driving is a real skill in The Baja, and far more realistic. At the beginning of the game you can select the colors of your truck. Between races, you should stock up on Nitro canisters. A shot of Nitro boosts your truck over hills and past opponents.

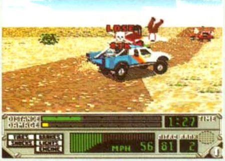
Since the courses are basically twisting tracks lacking in true corners, your racing strategies are quite different than in most racing games. You have to take advantage of the multiple tracks that split off from the main track, and you have to choose the fastest (straightest) line between two points. The biggest help, you'll find, comes from using lots of Nitro. Between legs you can stock up on Nitro canisters.

## DESERT TRACKS

The Baja contains three races: the Mexico 250, the Ensenada 500 and the Baja 1000. You can choose to test out any leg of these races before the actual event. The actual courses are pretty much the same. You'll race one leg at a time, so it's not quite as brutal as you might think. Passwords let you save your progress, adding to the playability of what otherwise would be a very tiring race.

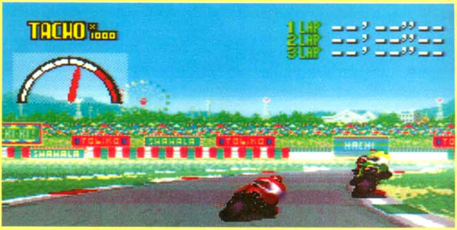


It's easy to learn the basics, but no matter how good you get, there's always room to improve by shaving a few more seconds from your time. If you're into racing, but you're tired of flat F1 courses, this Super Off Road title should be just the ticket to drive.



# GP-1: TWO-WHEELING

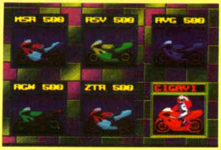
**By Atlus**



Irvine, CA—The fastest action on the track may not be with F1 cars, or even with automobiles at all. GP-1, a one or two-player split screen motorcycle racing game provides the thrill of speed with a whole new set of racing strategies. Motorcycle track racing isn't the major sport in the U.S. that it is elsewhere in the world, but it is one of the most exciting of motor sports, combining speed, endurance, skill and danger. With shorter tracks and super quick machines, this is a much more fluid sport than car racing with lots of changes of position.

GP-1 has graphics to rival Nigel Mansell's World Championship Racing and handling that's as smooth as F1 Pole Position. The view from behind the bike is realistic, and the animation of leaning into the turns can almost pull you out of your chair. The only currently released motorcycle racing game, Kawasaki Caribbean Challenge, just can't compete when it comes to the realism of GP-1. The depth of this game is also impressive. There are 14 tracks around the world and you have a choice of six bikes. As your prize money grows, you'll be able to tune up every component of your machine for the challenges ahead.

The strategies of winning on the international motorcycle grand prix circuit revolve around the one essential skill of staying on your bike. During the heat of a race it's all too easy to try to squeeze through the pack. If you touch another bike, however, get ready to kiss the pavement. One spill can permanently dent your chances of staying in the race. Granted, that can be frustrating, but it's realistic, and that's what GP-1 is all about. If this game has a weakness it is that you can lose sight of your bike in the pack. You really have to concentrate on your machine. Otherwise it's great fun for one or two players.



> **"As your prize money grows, you'll be able to tune up every component of your machine . . ."**

THE
BAJA 1000
NO SPILL
COFFEE MUG
BOLTS DOWN TO ANY DASH

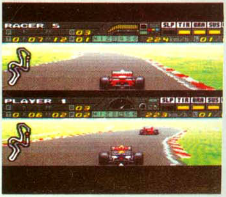
SOME ASSEMBLY REQUIRED

# F1 POLE POSITION

**By Ubi Soft**

Sausalito, CA–F1 Pole Position from Ubi Soft looks and drives like one of the best racing games in the crowded field of racing simulations to be released this fall. Aside from the standard options like a season of World Grand Prix racing on 16 international tracks and having a Test Run Mode for checking out the tracks, F1 Pole Position boasts a two-player split screen option and possibly the best steering control of any racer.

The behind-the-car view is slightly more removed than the view in Nigel Mansell, but the feeling is still realistic. Even more realistic is the fact that you won't find turn signals appearing magically in the sky or along the track as in most games. That means you really have to memorize the tracks, just like professional drivers. Another unique option is the ability to choose both your car and team. To help in that selection, you can refer to a Power chart that graphically displays the strengths and weaknesses of your choice. Other useful options include control of weather and the number of laps to be raced.

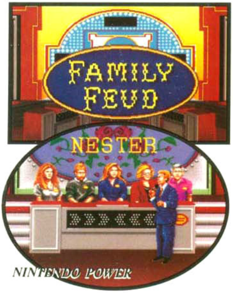


FAMILY FEUD
TM
FAMILY FEUD

© 1993 Gametek/IJE, Inc.
© 1987, 1990, 1993 The New Family Co.

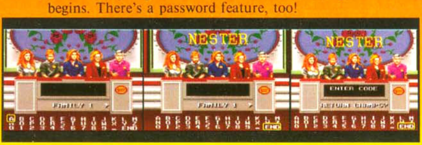
## LET'S PLAY THE FEUD!

Already famous for other game shows translated to video games like Wheel of Fortune and Jeopardy, Gametek now releases a Super NES version of Family Feud. The game is a bit lenient in the way it lets you answer questions.. Hundreds of hours went into figuring out all of the ways someone could possibly answer each question and still have an appropriate answer. Not a small task! Gametek may have dropped the ball by not getting a Richard Dawson license for the game, but then again, who really wants to see him smooching everyone in video game fashion? Not us. While Family Feud is a one- or two-family game because an unlimited number of people can join in on the fun!



### CHECK IN

Each family registers their name when the game begins. There's a password feature, too!

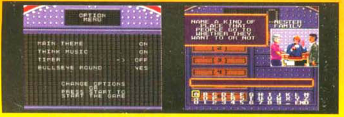


"GOOD IDEA!"

# FEUD OPTIONS

When you begin a game, you can enter an Option Menu to change some of the game settings. For starters, after you've heard it a few times, the Main Theme tune can get to be pretty annoying. You can choose to shut it off on the Option Menu screen. The "Think Music" can also be annoying but luckily you can shut it off as well. You'll be thankful for these options.

## TIMER


OPTION MENU

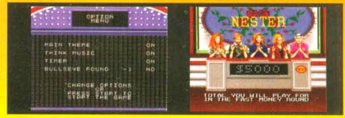
MAIN THEME ON
THINK MUSIC ON
TIMER -> OFF
BULLSEYE ROUND YES

CHANGE OPTIONS OR PRESS START TO START THE GAME

NAME A KIND OF PLACE THAT PEOPLE GO TO WHETHER THEY WANT TO OR NOT
NESTER FAMILY
2
3
4
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
0 1 2 3 4 5 6 7 8 9 - END

If having enough time to enter the answers is going to be an issue for any of the competitors, you can opt to turn the Timer off on the Option Menu screen. This will allow you an infinite amount of time to answer each question.

## BULLS-EYE ROUND


OPTION MENU

MAIN THEME ON
THINK MUSIC ON
TIMER ON
BULLSEYE ROUND -> NO

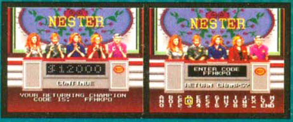
CHANGE OPTIONS OR PRESS START TO START THE GAME

TOTAL YOU WILL PLAY FOR IN THE FAST MONEY ROUND

If you turn the Bulls-eye Round option off, the winning family will automatically be playing for $5,000 in the Fast Money Round. It's better to keep the Bulls-eye Round because you get more questions and can earn more money.

## PASSWORD

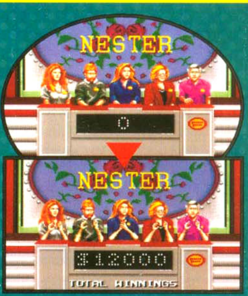
You can amass a fortune if you make use of the password feature. The computer generates a six-letter password that correlates with your winnings when you win a game. When you start a new game, enter the password to begin the game with money in the bank. The password keeps track of your total winnings, not your name. The password can be used in the one and two-player modes as well as in Practice Mode.



YOUR RETURNING CHAMPION CODE IS? FFHKPO

ENTER CODE FFHKPO
RETURN CHAMPS?
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
0 1 2 3 4 5 6 7 8 9 - END

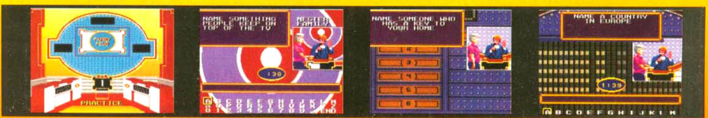
The Nester family is beginning a new game, but they will enter a password they received from a previous game. They'll be starting off with 12,000 large ones in the bank!



If you're good at this game and fast with your responses, you can make a lot of money! The Nester family's winnings went from 0 to $12,000 in one quick game!

## PRACTICE MODE

The Practice mode plays exactly like a one-player game, but the computer family isn't competing against you. Playing in the Practice Mode is an excellent way to build up huge quantities of cash. The password feature is still in effect in the Practice mode, so you can take your earnings into a one or two-player game.



NAME SOMETHING PEOPLE KEEP ON TOP OF THE TV

NAME SOMEONE WHO HAS A KEY TO YOUR HOME

NAME A COUNTRY IN EUROPE

In the Practice mode, you should be able to breeze through the match . . . because there's no one challenging you! Leave the Timer on to learn how to handle the pressure of tough questions or turn it off to take your time and get the best possible answers to the questions in the Bulls-eye Round, the match, and the Fast Money Round.

"GOOD ANSWER!"

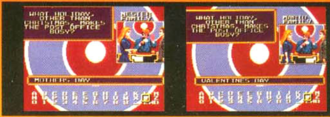
"GOOD TRY!"

"GOOD TRY!"

"I SHOULD HAVE SAID THAT."

# RING IN!

In a two-player game, the first person to ring in gets first shot at the question. This is important in the Bulls-eye Round because the first person to give an acceptable answer takes the amount of money the question is being played for.

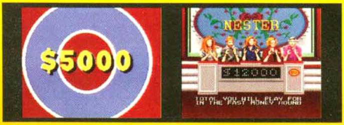

WHAT HOLIDAY, OTHER THAN CHRISTMAS, MAKES THE POST OFFICE BUSY?
MOTHERS DAY
WHAT HOLIDAY, OTHER THAN CHRISTMAS, MAKES THE POST OFFICE BUSY?
VALENTINES DAY

# AND THE SURVEY SAID . . .

If you ring in before the question fully appears, you may not be able to answer the question—a definite problem unless you're psychic. Enter your answer by selecting letters with the cursor and then pressing the B Button to register it. To make the cursor move faster, hold down the L or R Buttons while moving the cursor.

## BULLS-EYE ROUND

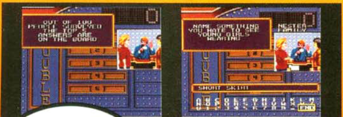
No matter what happens in the Bulls-eye Round, the least amount of money a family will play for in the Speed Round is $5,000. Giving an answer that qualifies as correct for each of the five questions in the Bulls-eye Round will earn you from $1,000 to $5,000 in "bonus cash" if you score 200 points in the Speed Round.



TOTAL YOU WILL PLAY FOR IN THE FAST MONEY ROUND

## DOUBLE

It takes a total of at least 300 points to win a match and go into the Fast Money Round. Rest assured that you'll never play a match that doesn't continue into the Triple Round. Taking this into account, it's possible to lose both the Single and Double Rounds and still win the game by winning the following two rounds.


OUT OF 100 PEOPLE SURVEYED THE TOP 5 ANSWERS ARE ON THE BOARD
NAME SOMETHING YOU HATE TO SEE YOUNG GIRLS WEARING
NESTER FAMILY
SHORT SKIRT

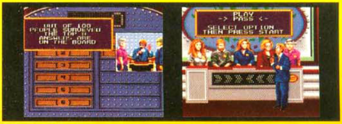
Common sense is the key to doing well in Family Feud. There really aren't any "trick" questions. If you have the Timer turned off, just take your time and try to come up with the most obvious answers.

"GOOD ANSWER!"

"WE'RE GONNA GO WITH . . ."

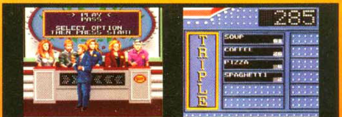
## SINGLE

There are usually seven or more answers to the survey question in the Single Round. If you happen to answer with a more popular response than your opponent, it may benefit you to pass control over to them. This is a good tactic if you believe that your opponent may not be able to match all of the given responses.


OUT OF 100 PEOPLE SURVEYED THE TOP 6 ANSWERS ARE ON THE BOARD
-> PLAY
PASS <-
SELECT OPTION THEN PRESS START

## TRIPLE

The Triple Round is usually the easiest because there are always the fewest number of responses to match. The questions tend to be more "obvious" here, thus the limited number of responses. If you have control of the question, you should choose to play. It should be easier to uncover all of the responses and win the pot.


-> PLAY <-
PASS
SELECT OPTION THEN PRESS START

Playing, instead of passing, in the Triple Round is smart. There are fewer responses for you to match and, if you happen to not match them all, it will put more pressure on your opponent to come up with an answer.

"GOOD IDEA!"

# SPEED ROUND

You'll play for the big bucks in the Speed Round. If the Timer is on, you'll have to think quickly and enter your responses just as fast. Here are some sample questions and the number one answer. See how you do!

## GAME ONE

1. Name something used only in winter.
2. Name a state where you'd expect to find cactus.
3. Name something people clench.
4. Name something most kids have a favorite one of.
5. Name a kind of tank.

ANSWERS

1. Snow Shovel—21 Sled——14
2. Arizona——74 Texas——12
3. Fist——49 Teeth——43
4. Toy——78 Blanket——8
5. Fish——34 Gas——27

## GAME TWO

1. Which world country do you comes last alphabetically?
2. Name something that people do on payday.
3. Name one of the Roosevelts.
4. Name something that is always breaking down.
5. Name something you have to do for a successful vegetable garden.

ANSWERS

1. Zimbabwe—38 Zambia——22
2. Go to bank—43 Go shopping - 19
3. Theodore—62 Franklin——24
4. Car——56 Lawn mower- 15
5. Water it—33 Weed it——32

## GAME THREE

1. Past or present, name your favorite Sci-Fi TV show.
2. Name something you have checked before buying a new house.
3. Name something specific on a car that can be adjusted.
4. Who is the most famous woman outside the U.S.?
5. Name a kind of key teenagers have.

ANSWERS

1. Star Trek—71 Twilight Zone—13
2. Plumbing—19 Roof——17
3. Mirror—34 Seat——29
4. Queen Elizabeth——32
   Margaret Thatcher——30
5. House—62 Car——18

## GAME FOUR

1. Name something that almost everyone is born with a natural fear of.
2. On a daily basis, what do you worry about most?
3. Name an article of clothing people knit.
4. Name something besides an old diary that would bring back memories.
5. Name something made of lace.

ANSWERS

1. Darkness—24 Falling——14
2. Money—57 Family——16
3. Sweater—77 Scarf——10
4. Photo—44 Scrap Book——9
5. Tablecloth—32 Wedding Dress—20

Family Feud is a really great game and it begs to be played by a large group of people. Be sure to break this one out at your next party!

"THAT'S OK."

"GOOD ANSWER!"

# CLASSIFIED INFORMATION

NINTENDO TOP SECRET POWER

## BUBSY in CLAWS ENCOUNTERS OF THE FURRED KIND

### FROM AGENT #250

### Quick End Code

Agent #250 has found a code that allows you to end the game at any time, without hitting Reset. While you are playing the game, press the Start and Select Buttons at the same time on Controller I. The game will immediately return to the Title Screen so you can restart the game or enter a password. Be careful, it is very easy to do this by accident, even when you don't want to.

**Hold Start and Select at the same time.**

18360
249
7:28
10

While you are playing the game, press Select and Start at the same time.

BUBSY
in
CLAWS ENCOUNTERS OF THE FURRED KIND
©1992 ACCOLADE, INC.

You will return to the Title Screen without hitting the Reset Button.

## COOL WORLD

### FROM AGENT #607

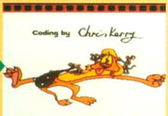
### See Ending Credits

Use this code to view the ending credits of the game without having to play all the way through it. On the Title Screen, press L, Left, R, Right, Up, X, Down then B, and the screen will immediately switch to the ending screen. This code is also shown at the end of the game.

**On Title Screen, press L, Left, R, Right, Up, X, Down then B.**

COOL WORLD
Try Again Sucker?
SOUND

Enter the code on the Title Screen to skip to the end without playing the game.



You can switch the images at the end by pressing the A Button.

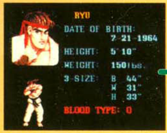
## STREET FIGHTER II The World Warrior

### FROM AGENT #814

### Character Profiles

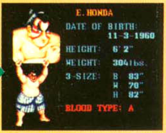
When you first turn on Street Fighter II, all of the fighters' statistics are shown between fight demos. With this code, you can see each of the character profile screens without having to wait until the end of each fight. Turn on the game and wait for the first fighter's profile to appear. On Controller II, hold the L and R Buttons and the profile will stay on the screen. Continue to hold the buttons until you have cycled through all of the profiles.

**On Controller II hold L and R.**



RYU
DATE OF BIRTH: 7-21-1964
HEIGHT: 5'10"
WEIGHT: 150lbs.
3-SIZE: B 44" W 31" H 33"
BLOOD TYPE: O

Turn on the game and wait for the first fighter's profile to appear.



E. HONDA
DATE OF BIRTH: 11-3-1960
HEIGHT: 6'2"
WEIGHT: 304lbs.
3-SIZE: B 83" W 70" H 82"
BLOOD TYPE: A

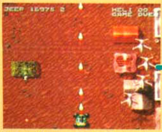
On Controller II, hold L and R and the profile will stay on the screen.

# CLASSIFIED INFORMATION

## FROM AGENT #499

### Quick End Code

This code will allow you to reset the game, even if you are sitting across the room from the Control Deck. While you are playing the game, press the Start Button then hold the Select Button for a few seconds. The game will end and you will return to the Title Screen.


JEEP 16975 2
HELI 00
GAME OVER

To reset the game, press Start and then hold Select for a few seconds.

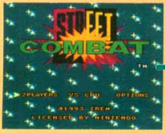
Be careful not to do this unless you want to begin the game again.

## FROM AGENT #004

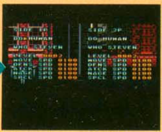
### Special 2-Player Game

Use this code when you are playing against a friend. You will gain two extra characters that you can play with, plus you are able to handicap the fighters to make the match more even. On the Title Screen, place the cursor on the 2-Player option, then hold the L and R Buttons. When you press the Start Button, the improved Fighter Select Screen will appear.

### Hold L and R, then press Start.


STREET COMBAT
TM
2PLAYERS VS CPU OPTIONS
©1993 IREM
LICENSED BY NINTENDO

On the Title Screen, place the cursor on the 2-Player option, hold L and R, then press Start.



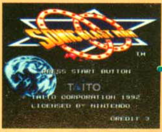
The improved Fighter Select Screen gives you more and better options than before.

## FROM AGENT #726

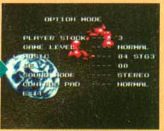
### Stage Select

You can quickly skip to any stage you want with this great code from Agent #726. To enter the code, go to the Option Screen and highlight the Music Test. Press Left or Right on Controller I to select the stage you want to go to. Hold Select, then press L, R, R, L and Start.

### Hold Select and press L, R, R, L and Start.

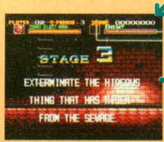

TM
PRESS START BUTTON
TAITO
© TAITO CORPORATION 1992
LICENSED BY NINTENDO
CREDIT 3

To use the Stage Select Code, choose the Options Mode on the Title Screen.



OPTION MODE
PLAYER STOCK 3
GAME LEVEL NORMAL
MUSIC 04 STG3
SE 00
SOUND MODE STEREO
CONTROL PAD NORMAL
EXIT

Highlight the Music Test, then press Left or Right on Controller I to change the stage.

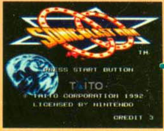


STAGE 3
EXTERMINATE THE HIDEOUS THING THAT HAS RISEN FROM THE SEWAGE.

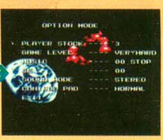
Hold the Select Button, then press L, R, R, L and Start to go to the stage.

You can warp all the way to the Final Boss with this code.

Use this code to access the Very Hard Mode of the game. On the Title Screen, wait for PRESS START BUTTON to flash four times. Hold the R and L Buttons and press Start. On the Option Screen, select VERY HARD for a real challenge.


TM
PRESS START BUTTON
TAITO
© TAITO CORPORATION 1992
LICENSED BY NINTENDO
CREDIT 3

Wait for PRESS START BUTTON to flash four times. Hold L and R, then press Start.



OPTION MODE
PLAYER STOCK 3
GAME LEVEL VERYHARD
MUSIC 00 STOP
SE 00
SOUND MODE STEREO
CONTROL PAD NORMAL
EXIT

On the Option Screen you will be able to choose the VERYHARD Game Level.

# CLASSIFIED INFORMATION

THE COMBATRIBES

## From Agent #442

### Extra Credits

Last month we printed a bunch of codes for Combatribes, one of which was a code for ten extra credits. This month we received even better codes, including a Thirty Credit Code! As soon as we tried this code, we quickly decided to pass it along. After all, 30 credits are better than ten.

To enter the code, hold the Select, L, and R Buttons on Controller II, then press Reset. When you return to the Title Screen, start a new game then release the buttons. Off you go with 30 credits!

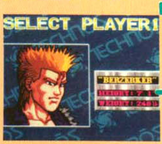
**On Controller II, hold Select, L, R then reset the game.**

TECHNŌS
american TECHNŌS inc.

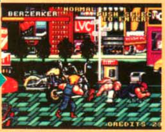
Turn on the game, then hold the Select, L and R Buttons on Controller II.

THE COMBATRIBES
©1992 AMERICAN TECHNOS INC.
LICENSED BY NINTENDO

Press Reset on the Control Deck and wait for the Title Screen to appear.


SELECT PLAYER1
BERZERKER

Start a new game, then let go of the buttons to get 30 credits.


BERZERKER
NORMAL
PUSH SELECT
CREDITS 29

You can go a long way with the added help of this code!

### Five Round Code

When you play a Vs. Mode game, you normally will fight a three-round tournament. With this code you can extend your fight to five rounds. To enter the code, hold the X and Y Buttons on Controller II, then reset your game. When you start a new Vs. Mode game, the tournament will now go five rounds.

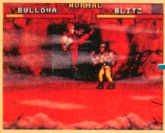
**On Controller II, hold X and Y, then reset the game.**

TECHNŌS
american TECHNŌS inc.

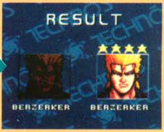
Turn on the game, then hold the X and Y Buttons on Controller II.

THE COMBATRIBES
©1992 AMERICAN TECHNOS INC.
LICENSED BY NINTENDO

Reset your game and wait for the Title Screen to appear.


BULLOVA
NORMAL
BLITZ

Start a Vs. Mode game and select your favorite fighters.


RESULT
BERZERKER
BERZERKER

The tournament will now last five rounds until you reset the game.

### Extra Life Code

This code will double your lifeline when you play the normal game, letting you last longer in a fight. To enter the code, hold L, R and Up on Controller II, then reset your game. When you start a new game your lifeline will take twice as long to deplete. You can't use this code with any other codes.

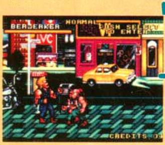
**On Controller II, hold L, R and Up and then reset the game.**

TECHNŌS
american TECHNŌS inc.

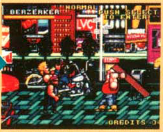
Turn on the game, then hold L, R, and Up on Controller II.

THE COMBATRIBES
©1992 AMERICAN TECHNOS INC.
LICENSED BY NINTENDO

Reset your game and release the buttons at the Title Screen.


BERZERKER
NORMAL
PUSH SELECT TO ENTER
CREDITS 03

When you start a new game your lifeline will last longer in a fight.


BERZERKER
NORMAL
PUSH SELECT TO ENTER
CREDITS 03

This code really helps out against powerful enemies and bosses.

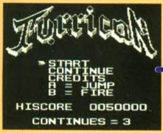
# CLASSIFIED INFORMATION

## From Agent #853

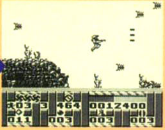
### Stage Select

Agent #853 has found a trick that allows you to skip any stage in the game. You must first enter the Invincibility Code that was first printed in Volume 37 of Nintendo Power (see below). After entering that code, start the game and begin playing. When you want to skip to the beginning of the next stage, hold the Select Button then press Start.

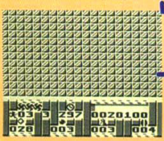
**Hold Select then press Start.**


Turrican
START
CONTINUE
CREDITS
A = JUMP
B = FIRE
HISCORE 0050000
CONTINUES = 3

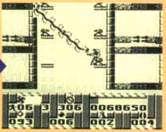
You must first enter the Invincibility Code before you can skip stages.



After entering the code, start playing



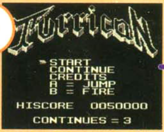
When you want to skip a stage, hold the Select Button then press Start.



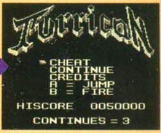
You can skip all the way to the end using this code.

### Invincibility Code

This code was originally printed in Volume 37 of Nintendo Power. In case you missed it, on the Menu Screen press A, B, B, A, B, A, A, B, A, A, B, A, A. The word START on the screen will change to CHEAT. When you begin playing, you will be invincible.


Turrican
START
CONTINUE
CREDITS
A = JUMP
B = FIRE
HISCORE 0050000
CONTINUES = 3

On the Menu Screen, press A, B, B, A, B, A, A, B, A, A, B, A, A.


Turrican
CHEAT
CONTINUE
CREDITS
A = JUMP
B = FIRE
HISCORE 0050000
CONTINUES = 3

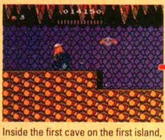
The word START will change to CHEAT. Press Start to begin playing.

HUDSON'S
TM
ADVENTURE
ISLAND
II

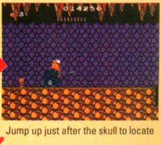
## From Agent #204

### Continue With All Items

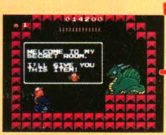
With this trick you can continue the game without losing all the items that you've collected. Inside the first cave on the first island, work your way to the fifth skull. Jump up and down after passing the skull to find the entrance to the secret room. You will get the Hudson Bee in the room. When you continue, hold Left then press Start and you will keep all your items.



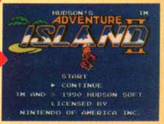
Inside the first cave on the first island,



Jump up just after the skull to locate


WELCOME TO MY SECRET ROOM.
I'LL GIVE YOU THIS ITEM!

You will receive the Hudson Bee inside the secret room.

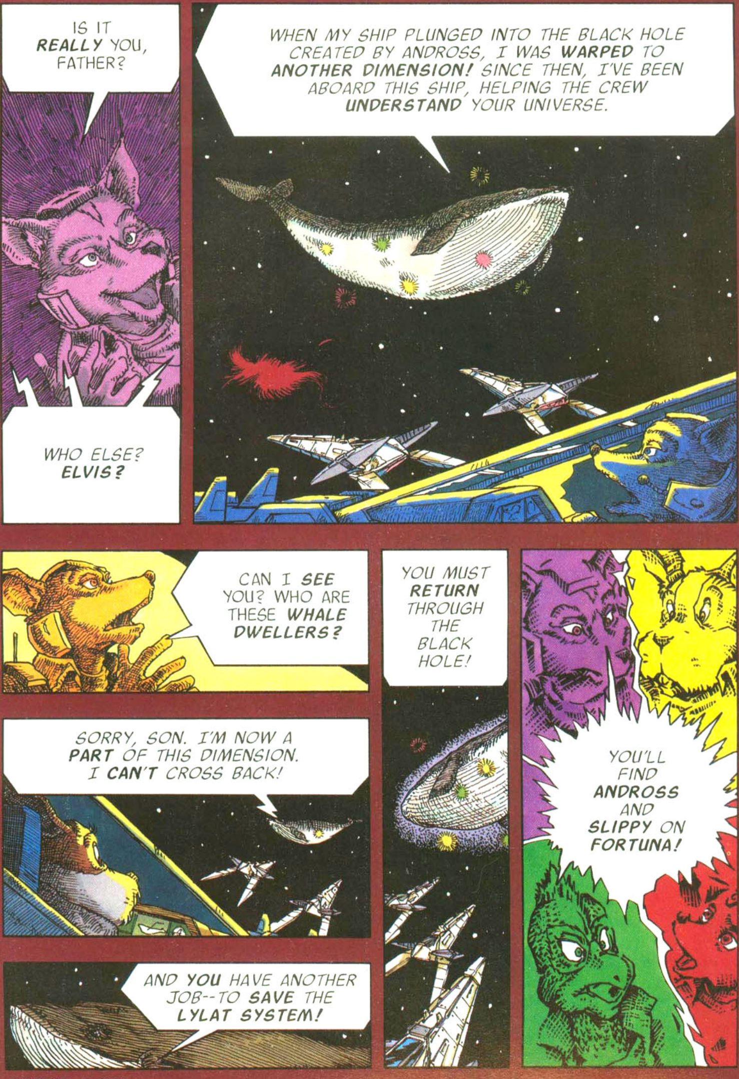

HUDSON'S
ADVENTURE ISLAND II
TM
START
▸ CONTINUE
TM AND © 1990 HUDSON SOFT
LICENSED BY
NINTENDO OF AMERICA INC.

When you have the Bee, hold Left and press Start when you continue.

## BE A TOP SECRET AGENT

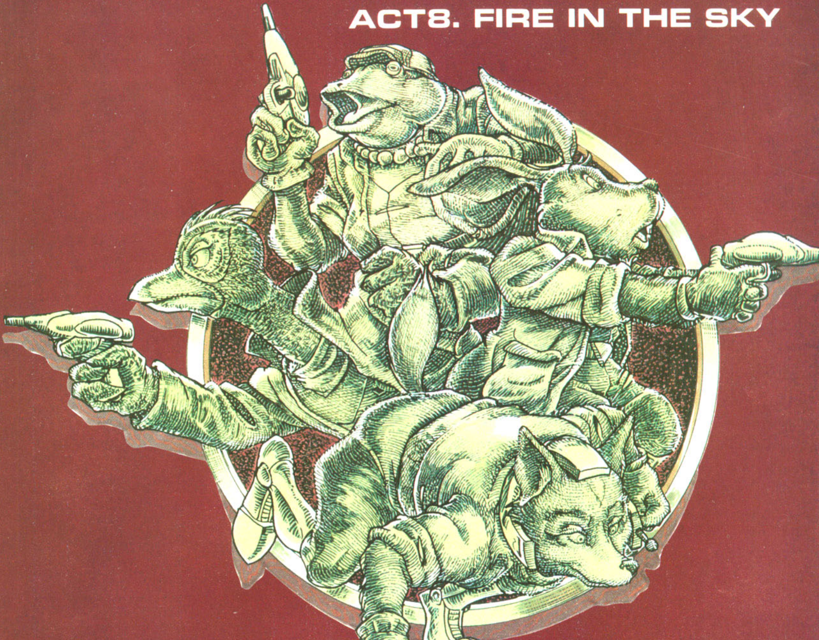
A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three digit agent number and be sure to include it with your codes.

Our Address is:
**Nintendo Power**
**Classified Information**
**P.O. Box 97033**
**Redmond, WA**
**98073-9733**


IS IT **REALLY** YOU, FATHER?
*WHO ELSE? **ELVIS?***
*WHEN MY SHIP PLUNGED INTO THE BLACK HOLE CREATED BY ANDROSS, I WAS **WARPED** TO **ANOTHER DIMENSION!** SINCE THEN, I'VE BEEN ABOARD THIS SHIP, HELPING THE CREW **UNDERSTAND** YOUR UNIVERSE.*
CAN I ***SEE*** YOU? WHO ARE THESE ***WHALE DWELLERS?***
*SORRY, SON. I'M NOW A **PART** OF THIS DIMENSION. I **CAN'T** CROSS BACK!*
*AND **YOU** HAVE ANOTHER JOB--TO **SAVE** THE **LYLAT SYSTEM!***
*YOU MUST **RETURN** THROUGH THE BLACK HOLE!*
*YOU'LL FIND **ANDROSS** AND **SLIPPY** ON **FORTUNA!***

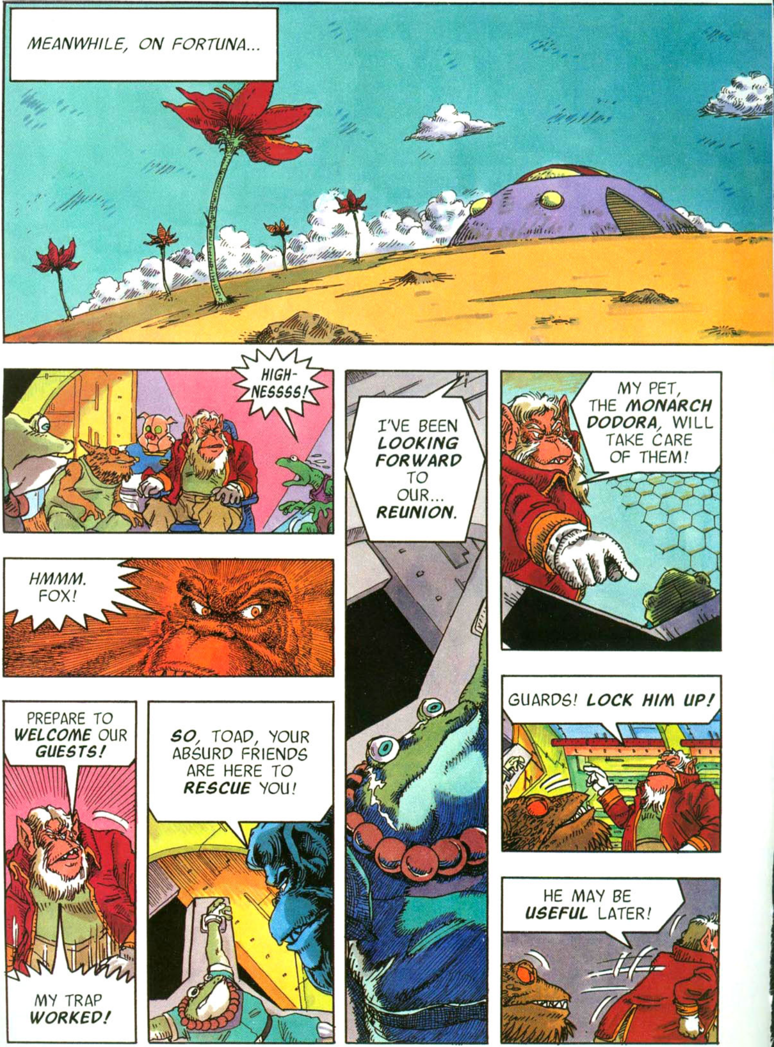
# STARFOX™

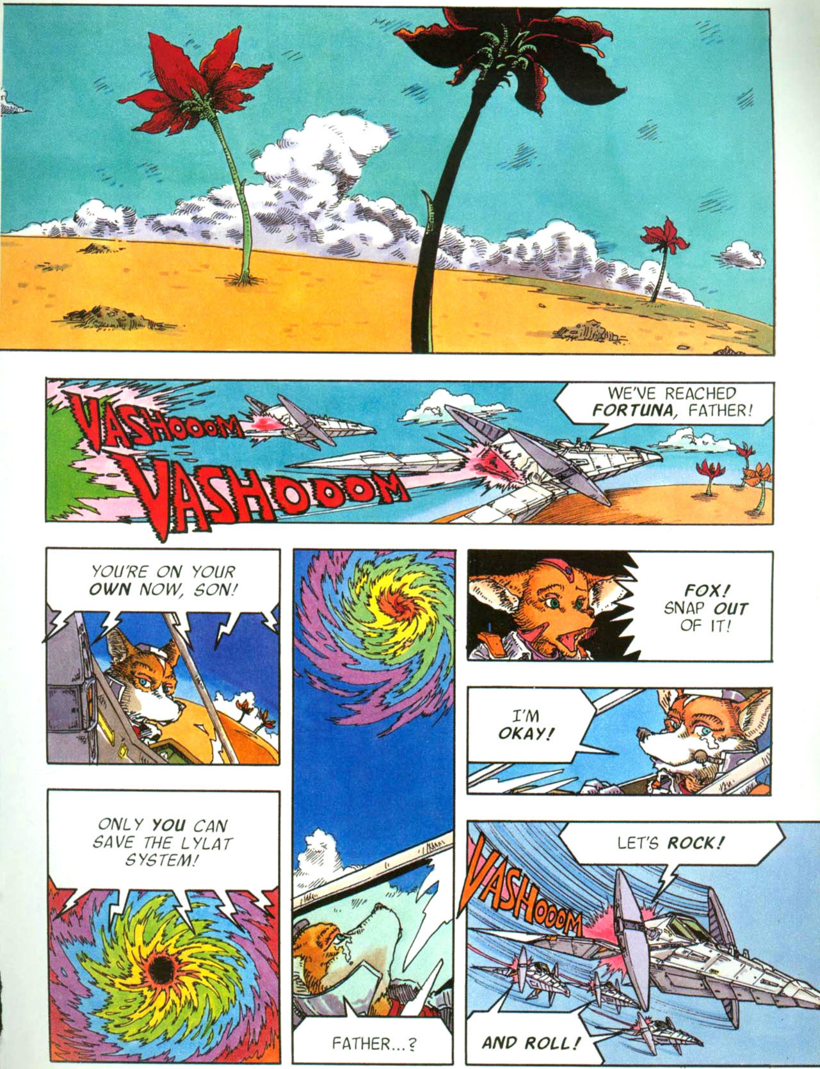
## ACT8. FIRE IN THE SKY

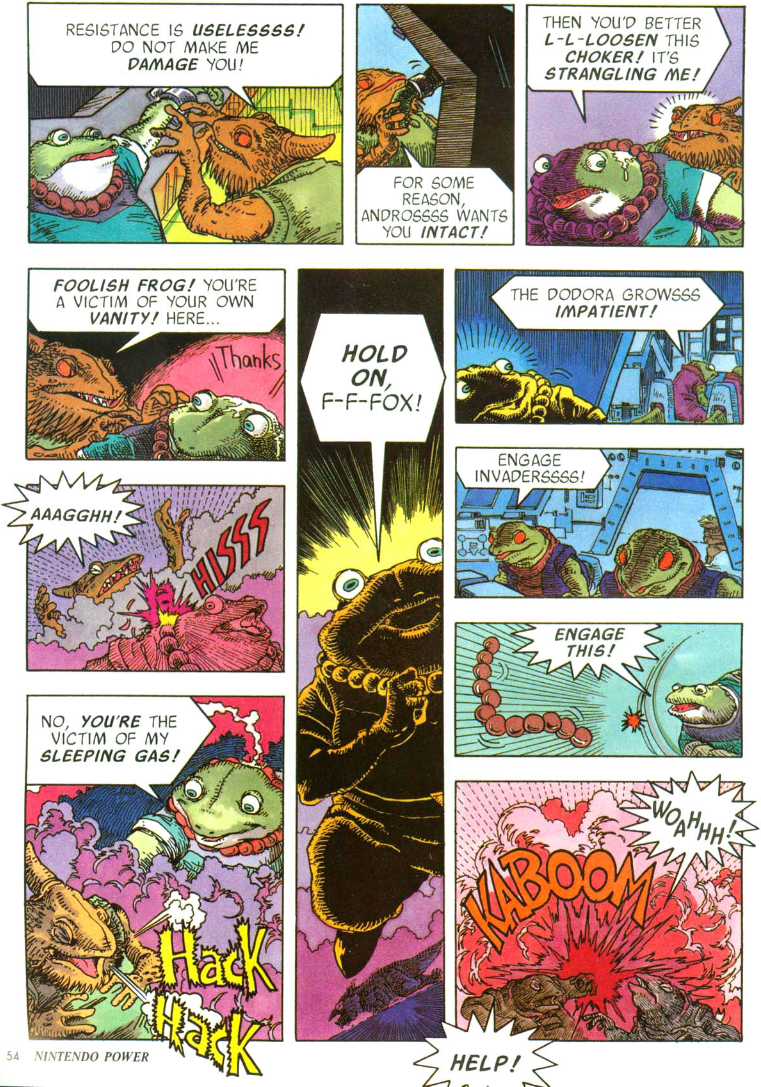


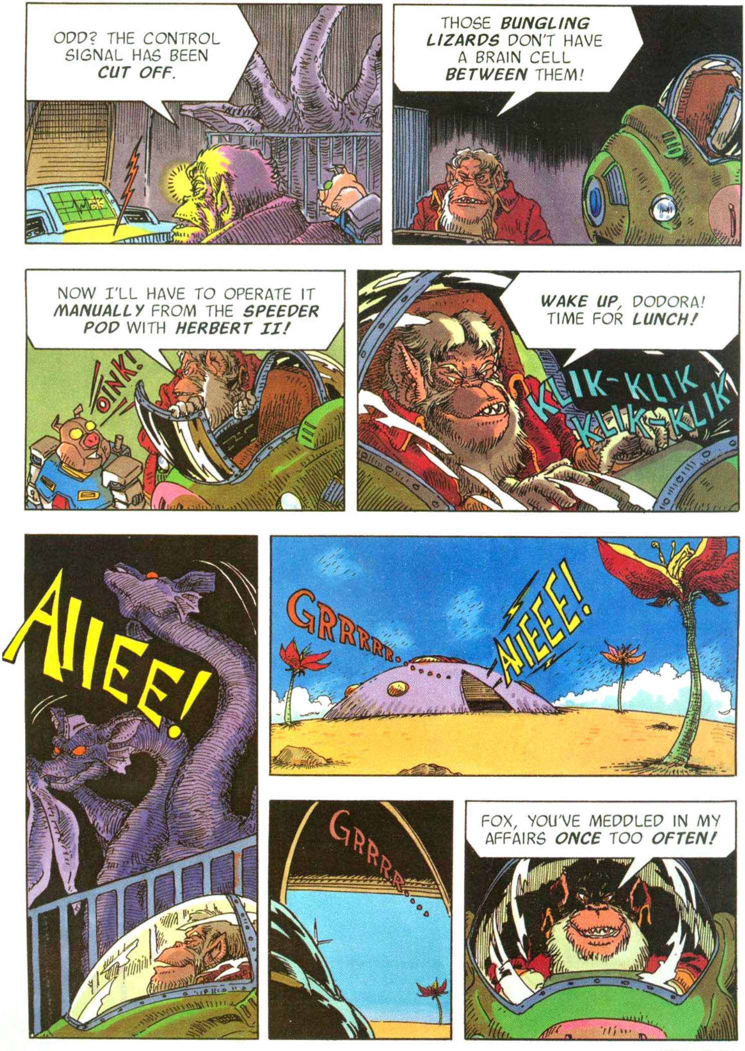
by

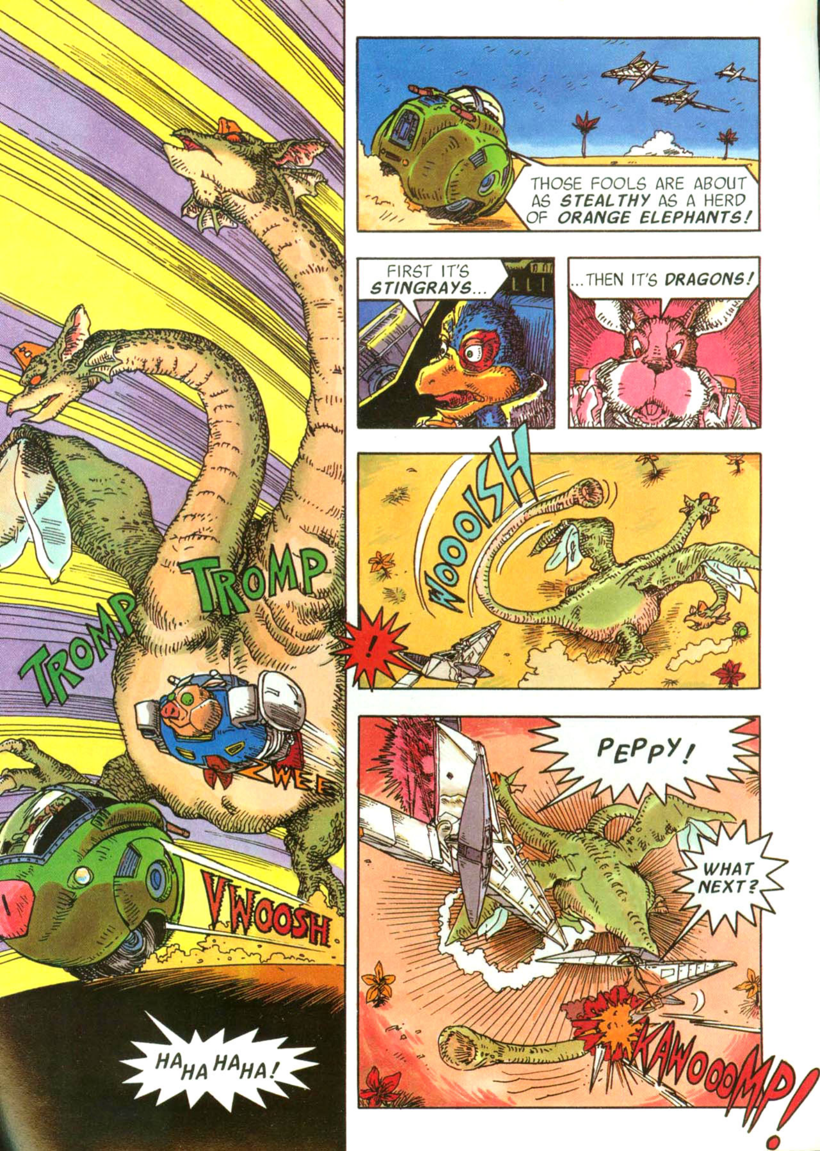
Benimaru Itoh

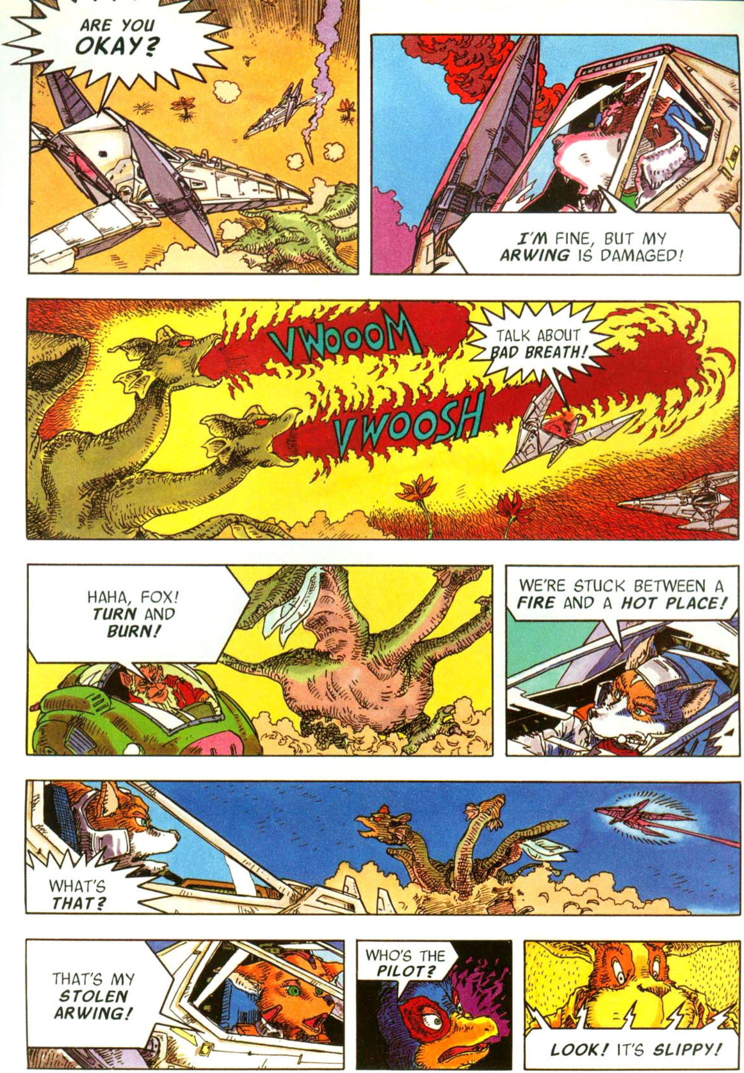

MEANWHILE, ON FORTUNA...
HIGH-NESSSS!
HMMM. FOX!
PREPARE TO **WELCOME** OUR **GUESTS!**
MY TRAP **WORKED!**
**SO,** TOAD, YOUR ABSURD FRIENDS ARE HERE TO **RESCUE** YOU!
I'VE BEEN **LOOKING FORWARD** TO OUR... **REUNION.**
MY PET, THE **MONARCH DODORA,** WILL TAKE CARE OF THEM!
GUARDS! **LOCK HIM UP!**
HE MAY BE **USEFUL** LATER!

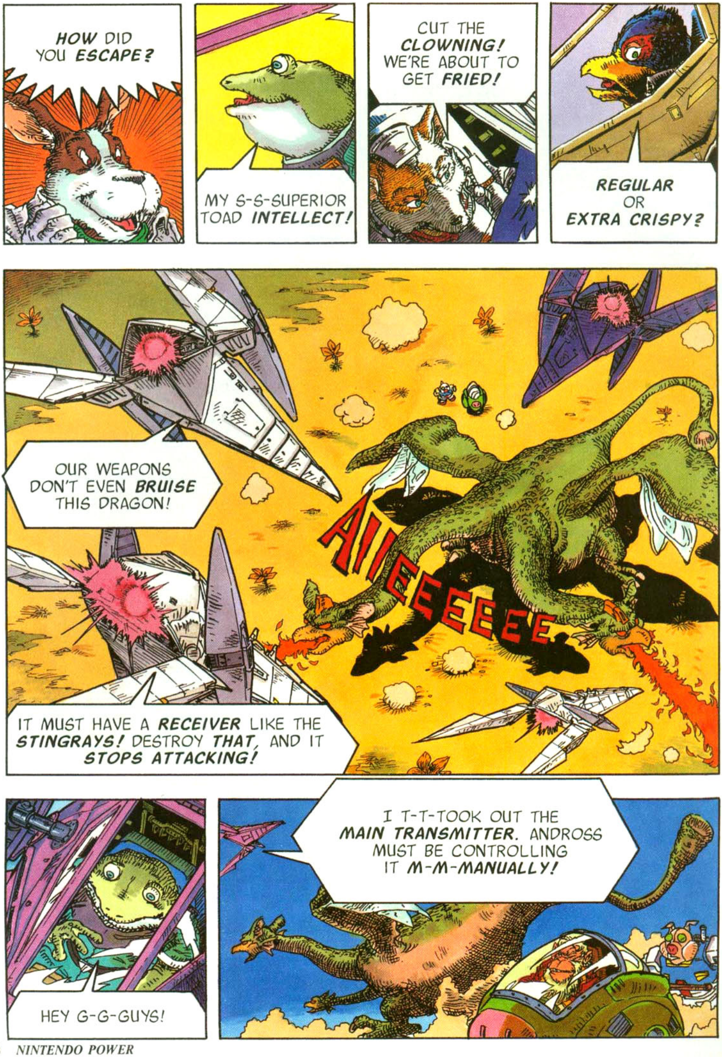

VASHOOOM
VASHOOOM
WE'VE REACHED **FORTUNA**, FATHER!
*YOU'RE ON YOUR **OWN** NOW, SON!*
*ONLY **YOU** CAN SAVE THE LYLAT SYSTEM!*
FATHER...?
***FOX!*** SNAP ***OUT*** OF IT!
I'M ***OKAY!***
LET'S ***ROCK!***
VASHOOOM
***AND ROLL!***

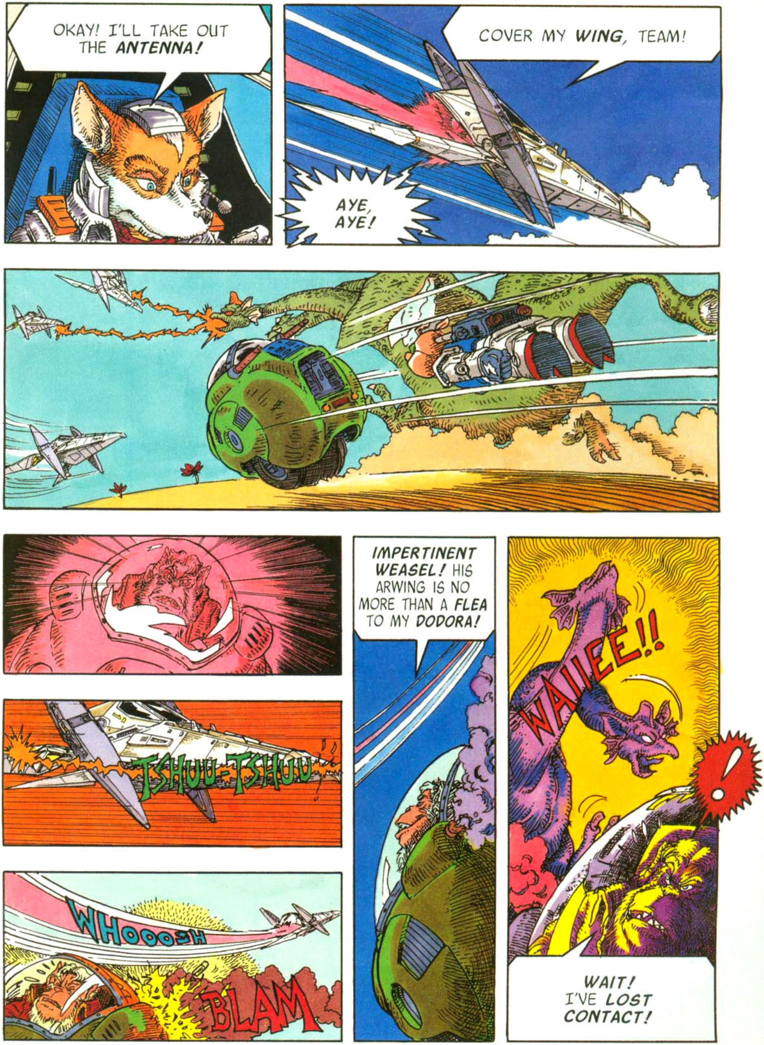

RESISTANCE IS USELESSSS! DO NOT MAKE ME DAMAGE YOU!
FOR SOME REASON, ANDROSSSS WANTS YOU INTACT!
THEN YOU'D BETTER L-L-LOOSEN THIS CHOKER! IT'S STRANGLING ME!
FOOLISH FROG! YOU'RE A VICTIM OF YOUR OWN VANITY! HERE...
Thanks
AAAGGHH!
HISSSS
NO, YOU'RE THE VICTIM OF MY SLEEPING GAS!
Hack
Hack
HOLD ON, F-F-FOX!
THE DODORA GROWSSS IMPATIENT!
ENGAGE INVADERSSSS!
ENGAGE THIS!
KABOOM
WOAHHH!
HELP!

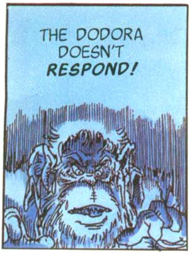

ODD? THE CONTROL SIGNAL HAS BEEN **CUT OFF**.
THOSE **BUNGLING LIZARDS** DON'T HAVE A BRAIN CELL **BETWEEN** THEM!
NOW I'LL HAVE TO OPERATE IT **MANUALLY** FROM THE **SPEEDER POD** WITH **HERBERT II**!
OINK!
**WAKE UP**, DODORA! TIME FOR **LUNCH**!
KLIK-KLIK KLIK-KLIK
AIIEE!
GRRRRRR...
AIEEE!
GRRRR....
FOX, YOU'VE MEDDLED IN MY AFFAIRS **ONCE** TOO **OFTEN**!

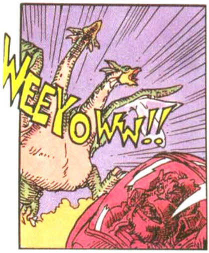

TROMP
TROMP
TROMP
ZWEE
VWOOSH
HA HA HA HA!
THOSE FOOLS ARE ABOUT AS **STEALTHY** AS A HERD OF **ORANGE ELEPHANTS!**
FIRST IT'S **STINGRAYS...**
...THEN IT'S **DRAGONS!**
WOOOISH
!
PEPPY!
WHAT NEXT?
KAWOOOMP!

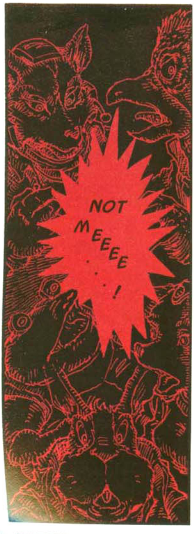

ARE YOU OKAY?
I'M FINE, BUT MY ARWING IS DAMAGED!
VWOOOM
TALK ABOUT BAD BREATH!
VWOOSH
HAHA, FOX! TURN AND BURN!
WE'RE STUCK BETWEEN A FIRE AND A HOT PLACE!
WHAT'S THAT?
THAT'S MY STOLEN ARWING!
WHO'S THE PILOT?
LOOK! IT'S SLIPPY!

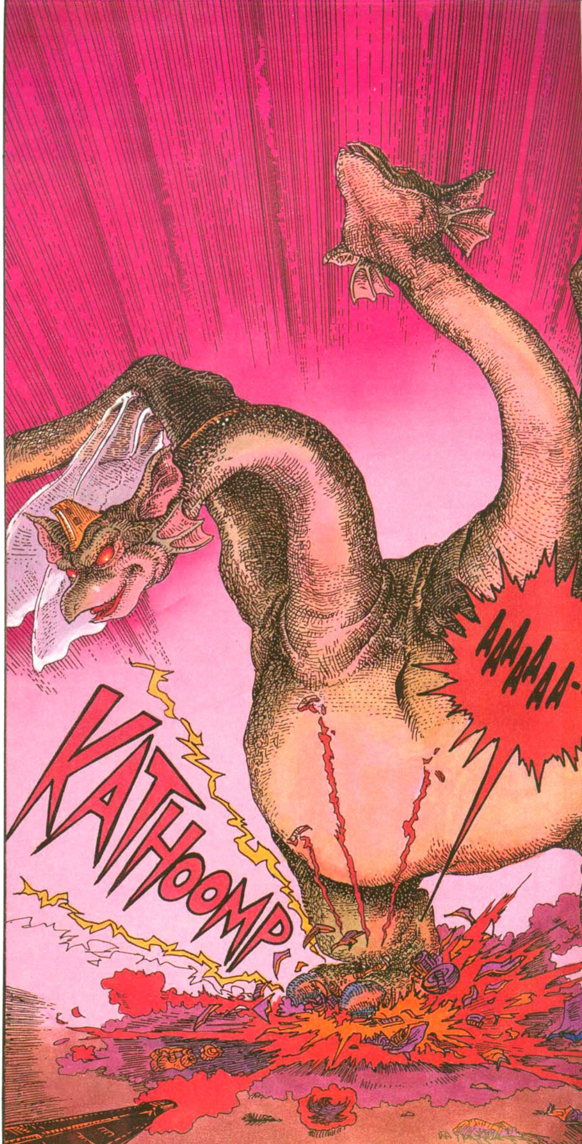

HOW DID YOU ESCAPE?
MY S-S-SUPERIOR TOAD INTELLECT!
CUT THE CLOWNING! WE'RE ABOUT TO GET FRIED!
REGULAR OR EXTRA CRISPY?
OUR WEAPONS DON'T EVEN BRUISE THIS DRAGON!
AIIEEEEEE
IT MUST HAVE A RECEIVER LIKE THE STINGRAYS! DESTROY THAT, AND IT STOPS ATTACKING!
HEY G-G-GUYS!
I T-T-TOOK OUT THE MAIN TRANSMITTER. ANDROSS MUST BE CONTROLLING IT M-M-MANUALLY!

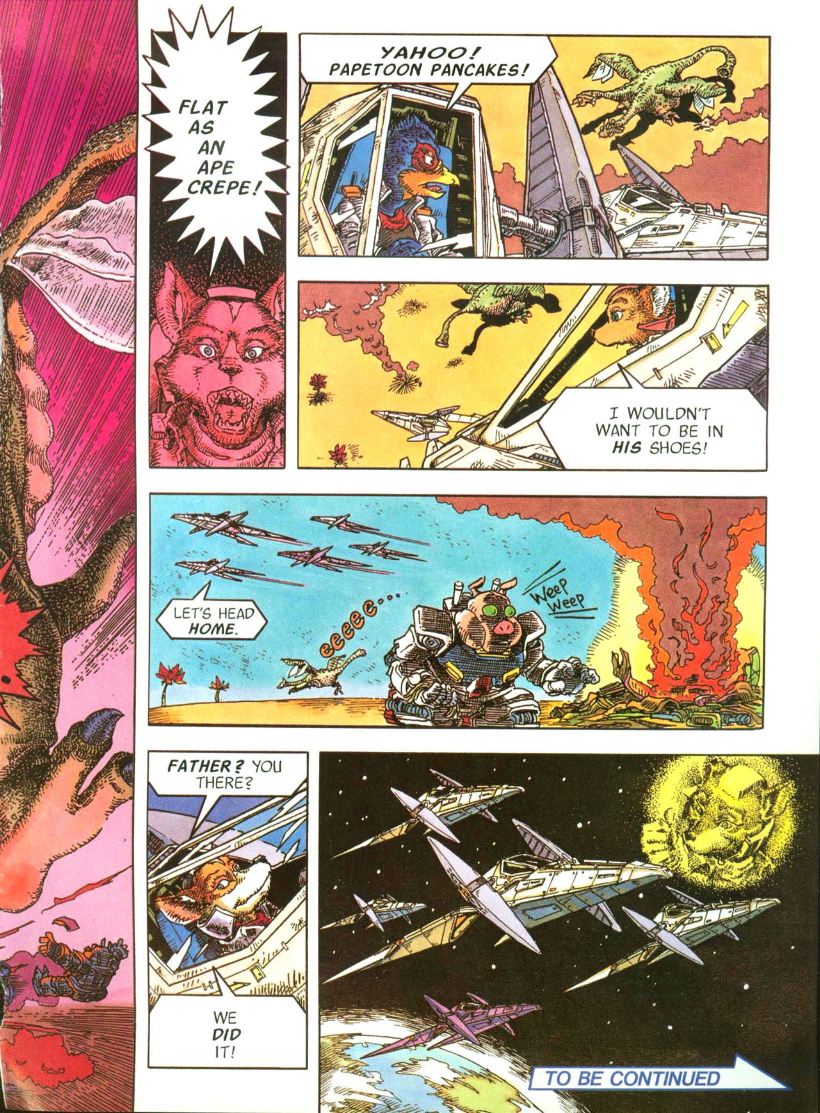

OKAY! I'LL TAKE OUT THE **ANTENNA!**
COVER MY **WING,** TEAM!
*AYE, AYE!*
TSHUU-TSHUU
WHOOOSH
BLAM
***IMPERTINENT WEASEL!*** HIS ARWING IS NO MORE THAN A ***FLEA*** TO MY ***DODORA!***
WAIIEE!!
!
*WAIT!* I'VE ***LOST CONTACT!***


THE DODORA DOESN'T RESPOND!


WEEYOWW!!


NOT MEEEE . . . !


KATHOOMP!
AAAAAAA-

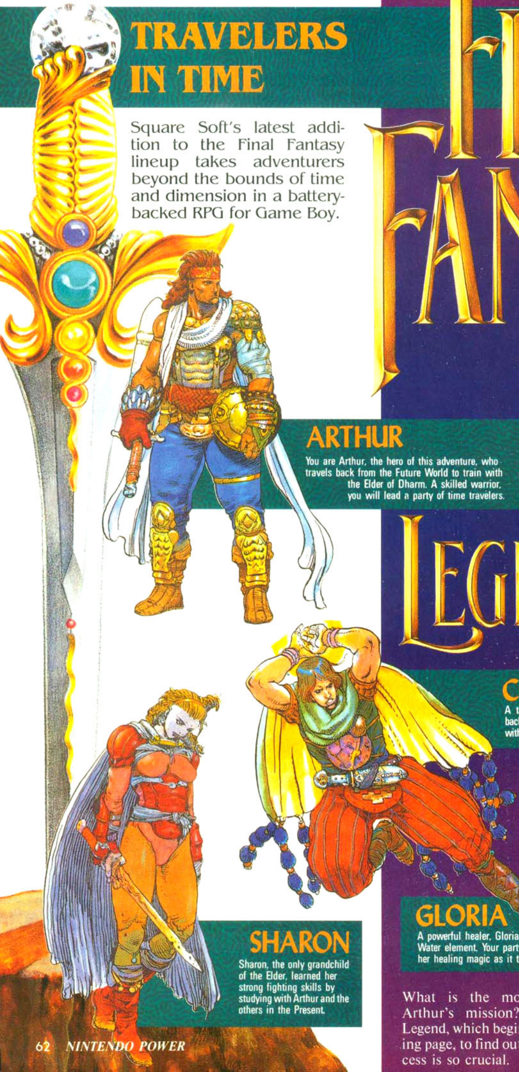

FLAT AS AN APE CREPE!
YAHOO! PAPETOON PANCAKES!
I WOULDN'T WANT TO BE IN HIS SHOES!
LET'S HEAD HOME.
eeeee...
Weep Weep
FATHER? YOU THERE?
WE DID IT!
TO BE CONTINUED

# TRAVELERS IN TIME

Square Soft's latest addition to the Final Fantasy lineup takes adventurers beyond the bounds of time and dimension in a battery-backed RPG for Game Boy.

# FINAL FANTASY LEGEND III™

© 1993 Square Co. Ltd.



## ARTHUR

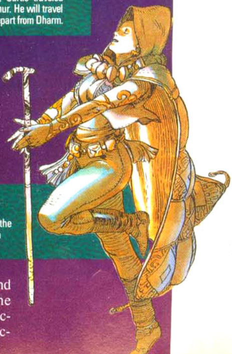
You are Arthur, the hero of this adventure, who travels back from the Future World to train with the Elder of Dharm. A skilled warrior, you will lead a party of time travelers.

## CURTIS

A talented magician, Curtis traveled back in time with Arthur. He will travel with you when you depart from Dharm.

## SHARON

Sharon, the only grandchild of the Elder, learned her strong fighting skills by studying with Arthur and the others in the Present.



## GLORIA

A powerful healer, Gloria is a Mutant of the Water element. Your party will depend on her healing magic as it travels.

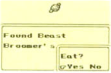
What is the motive behind Arthur's mission? Read The Legend, which begins on the facing page, to find out why its success is so crucial.

# TRANSFORMATION

Characters can change two things: their forms and their controlling elements. Defeated enemies sometimes leave Meat or Parts behind. When characters either eat or install the leftovers, they can change their elements, gain new talents, or raise their attack and magic powers. Monsters can revert to Humans by installing two Parts; Robots return to Human form by eating two pieces of Meat.

## ●MEAT

Eating one piece of Meat turns characters into Beasts; two pieces make them Monsters. They revert to Human by installing Parts.

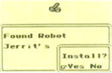


Found Beast Broomer's

Eat?

## ●PARTS

Characters become Cyborgs or Robots by eating Parts. To advance in levels, they must install Parts left by stronger Cyborgs or Robots.



Found Robot Jerrit's

Install?

## CHANGES

Each character is governed by one of the four elements: Earth, Fire, Water or Air. This table shows how characters are changed by the Meat or Parts they eat. If, for example, a character of Fire element eats Meat of Earth element, his or her element changes to Water.

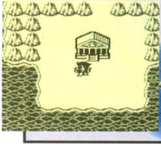
| | EARTH | WATER | FIRE | AIR |
|---|---|---|---|---|
| EARTH | | FIRE | AIR | WATER |
| WATER | AIR | | EARTH | FIRE |
| FIRE | WATER | AIR | | EARTH |
| AIR | FIRE | EARTH | WATER | |

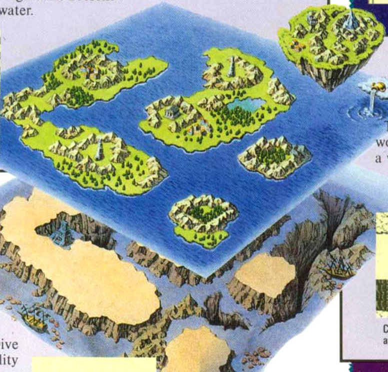
MONSTER ◂▸ BEAST ◂▸ HUMAN/MUTANT ◂▸ CYBORG ◂▸ ROBOT

# BEYOND 3-D

## WORLD ABOVE WATER

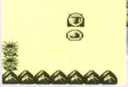
In Final Fantasy Legend III, Arthur's party will travel to the World Above Water, the World Below Water and Floatland, each in the Past, Present and Future. Their quest begins the Present day Dharm, above water.





## BELOW WATER

Once you find the Dive spell and gain the ability to swim, you'll explore the World Below Water, where you'll find clues that lead you to a world beyond your own.



## FLOATLAND

Every now and then, you'll see an airship float by above you. The ships are, in fact, from a world that hovers overhead—a world you'll travel to when the time is right.

Creatures flocked to the land overhead to avoid the rising water below.

Your journey also takes you to Pureland, where the warriors have banded together to destoy your world. It is in another dimension, where time stands still.

# THE LEGEND

*Ages ago, the world was rocked by shock waves that spilled from another dimension—the dimension of Pureland and the immortals who waged war for the fun of it, without regard for the effect their battles had on surrounding worlds. The people who inhabited the world of Final Fantasy Legend III were tormented by the ever-spreading violence emmanating from Pureland. They begged their leader, Sol, the Ruler of the World, to put an end to the immortals' non-stop brawl.*

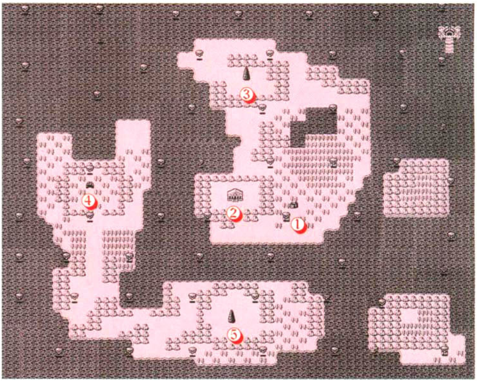
The Pureland Water Entity appeared and flooded thi

Diviner
Sprite
☞Fight
Run
Auto

# THE WORLD PRESENT

## DHARM

The search for the Talon's Units begins in Dharm, where the Elder gives you instructions and sends you off. Traveling with you are three fast friends.

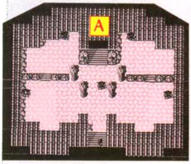


### SITES

1 – DHARM
2 – PALACE
3 – NORTH TOWER
4 – ELAN
5 – SOUTH TOWER

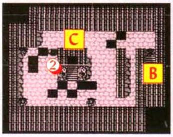
## THE TOWER OF THE NORTH

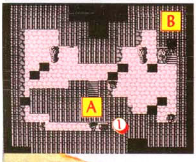
Clues from the townspeople take you to the North Tower to learn the Float magic spell—and it's not the only treasure in the tower. As you battle past herds of enemies, search for chests that hold other valuables, too. Float magic will take you to places far away.

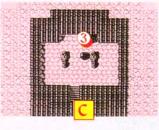


### TREASURES

1 – SHELL
2 – FLOAT
3 – LEATHER GLOVE







## THE TALON

Sol divided the internal mechanism of the time-traveling Talon into 13 Units and hid them in different times and dimensions. To travel freely between the areas of Final Fantasy Legend III, you must find the Units and install them in the Talon. When the ship is fully operational, use it to travel through time and space.

When you find the various Units, return to the Talon and install them. Each Unit adds a new ability.

### THE UNITS

| | |
|---|---|
| ENGINE: | |
| ROVER | SE CAVE (PRESENT) |
| HOVER | CASTLE OF CHAOS (PRESENT) |
| SOAR | PURELAND |
| WARP: | |
| PAST | ELAN (PRESENT) |
| FUTURE | CASTLE OF CHAOS (PRESENT) |

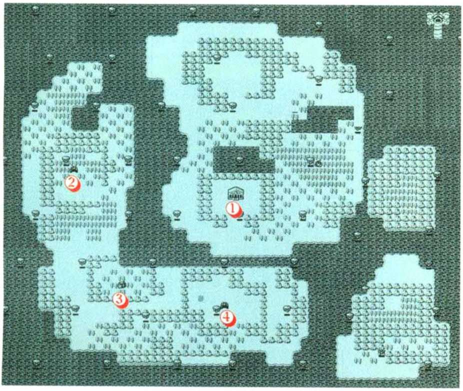
# THE WORLD PAST

## FLASHBACK

Before the land was flooded, the world map showed larger land masses.

### SITES

1–PALACE
2–ELAN
3–LAE
4–SE CAVE

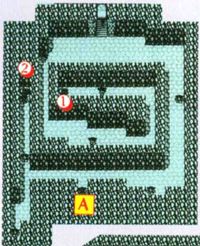


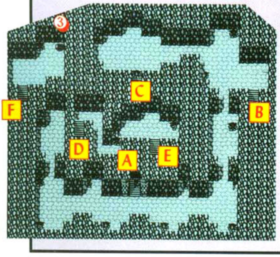
## SE CAVE

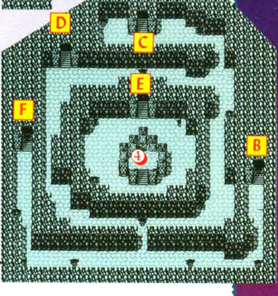
A simple cave stood in the space that was later occupied by the South Tower. It held several treasures that a time-traveler would find to be useful.

### TREASURES

1–PLUME BRACELET
2–IRON NUNCHUCKS
3–CURE 2
4–ROVER UNIT





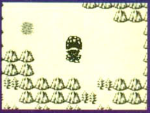


## THE SAGA: PART 2

***In answer to the pleas of the people, Sol used his vast wisdom to build the Talon, an incredible flying ship capable of traveling through both time and dimension. Sol used the ship to travel to Pureland and seal the immortals in their own separate world. It was an arduous and exhausting task, one that drained Sol of nearly every ounce of his energy, but he did not rest when he completed it. Instead, he dismantled the Talon and willed its 13 internal Units to various places in space and time so that no one would ever be able to use it for evil purposes. Only when the Units were dispersed did he fall into a deep sleep. As he slept, the world's inhabitants prospered, finally free of the immortals' petty squabbles. They prospered, that is, until the immortals figured out a way to pay Sol back for his meddling.***

Received OFloat.

Battle against WaterHag.



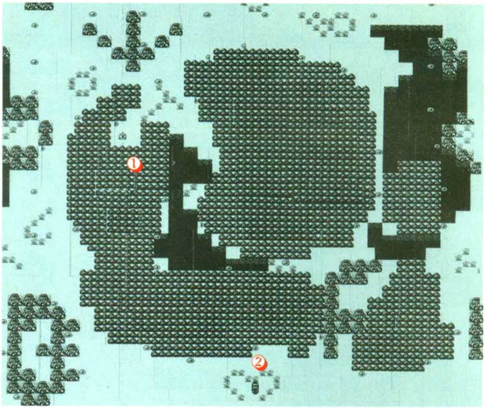
You must travel through time to change history. You'll meet ancestors in the Past World.

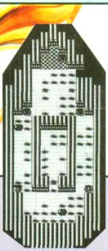
## THE WORLD BELOW WATER

As the vengeful immortals flooded world, land that had long been livable was swallowed up by the filthy tide. Even in the Past World, land was disappearing.

### SITES

1 – MUU
2 – SHIPWRECK

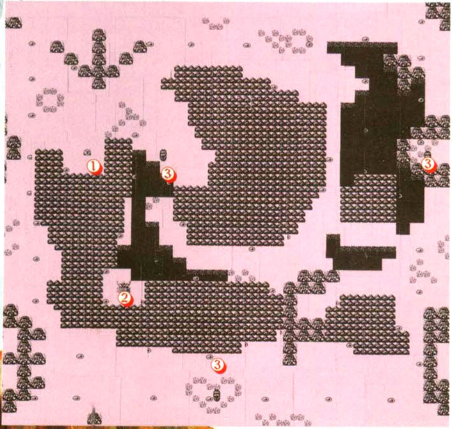




### SHIPWRECK

There is a single Shipwreck on the ocean floor in the Past World. Search it for sunken treasure. When you return to the Present, you'll find more derelicts.

## BACK TO THE PRESENT



### HERE AND NOW

The undersea world of the Present is little changed, but there are a couple more Shipwrecks to explore when you return. You'll also find an intriguing Castle that demands your attention. When you investigate, you'll learn that only part of the Castle has been flooded. You may enter under water, but you'll climb to the world above.

### SITES

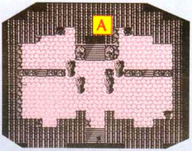
1 – MUU
2 – CASTLE
3 – SHIPWRECK

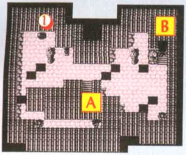
## SOUTH TOWER

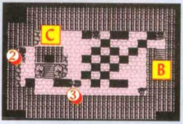
Back in the Present, travel to the South Tower and search for the treasures to be found inside.

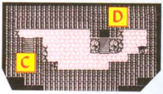
### TREASURES

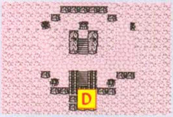
1 – B-JACK WHIP
2 – TNT
3 – AIR CRYSTAL









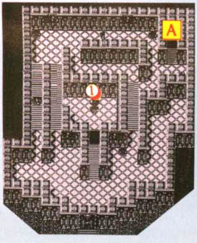


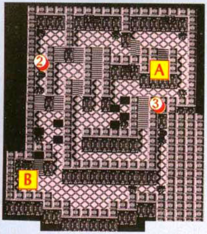
## CASTLE OF CHAOS

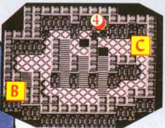
The entrance to Chaos' Castle is under water. Inside, you'll find a series of one-way escalators that make it difficult to get around. You must work to reach the chests.

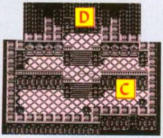
### TREASURES

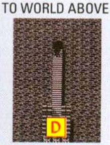
1 – ELIXIR
2 – RELAX
3 – EARTH CRYSTAL
4 – GOLD GLOVES







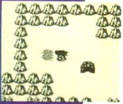


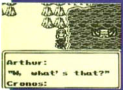


## THE SAGA: PART 3

*The immortals had their vengeance. While Sol slept, they flooded the world with vile water that spawned monster upon monster. As the water rose, the people fled to higher ground for refuge, abandoning their homes and cities. The city of* Dharm, *which was considered safely sealed from the rising tide, was destined to be flooded unless someone found a way to stop the terrible deluge. The wise* Elder *of* Dharm, *one who remembered well the mischief of the immortals, held the theory that they were behind the endless flow.* He *suspected that they were searching for the legendary* Talon *and its vital internal* Units. *Who would find them first? Would it be the immortals . . . or would someone else step forward and volunteer to find the* Units *and wake* Sol? *The* Elder *knew that the fate of the world rested on the answer to that question, so he called on* Arthur, *the courageous youth he had raised and trained, to begin his quest.*

Received ØIfrom.





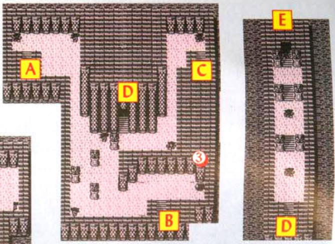
Arthur:
"W, what's that?"
Cronos:

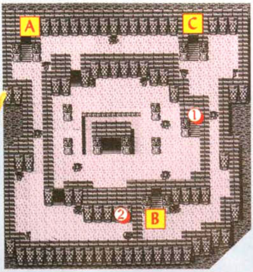
Arthur
"Return the Units

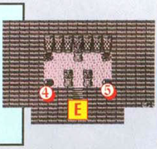
Used →Chaos.

## THE UPPER FLOOR

The rising water has not yet reached the upper floors of Chaos' Castle, so though you enter under water, you'll find Chaos in his retreat, high and dry. Be sure to take the treasures from all the chests before you meet Chaos.







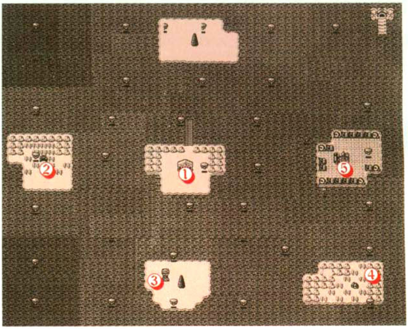
### TREASURES

1-PSI ARMOR
2-SOFT
3-FIRE SHIELD
4-FUTURE UNIT
5-HOVER UNIT

# THE FUTURE WORLD ABOVE

## JUST ABOVE WATER

When water rises to its future level, the world will change dramatically. Once considered a safe haven, Dharm will be forced to relocate on a distant dot of land that will still be above water—but who knows how long it will be before it, too, becomes part of the watery wasteland. They say that time travelers will one day board the Talon and visit this rapidly disappearing land.

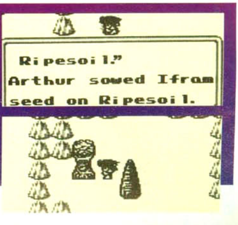


### SITES

1-PALACE
2-ELAN
3-SOUTH TOWER
4-NEW DHARM
5-VIPER CITY

## CHANGING HISTORY

Arthur and his party have the rare opportunity to change history. As the time travelers go back and forth in time, they will see how their actions are affecting the worlds of other periods. If, for example, they plant a seed in the Past World, they will see the tree that grows from it as they move forward in time.



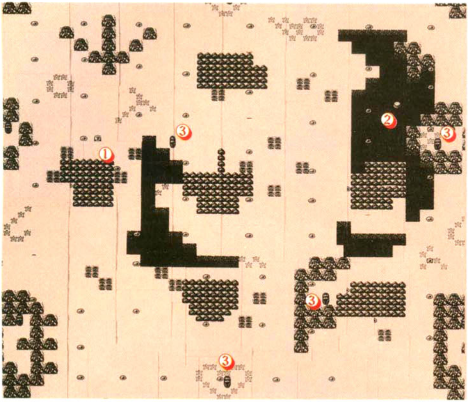
Ripesoil."
Arthur sowed Ifram seed on Ripesoil.

## FUTURE DEPTHS

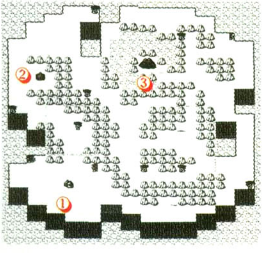
As you explore the ever-changing depths of the Future, you will find a new Shipwreck, a Submarine Shelter, and new sunken treasure.

SITES

1 – MUU
2 – SHELTER
3 – SHIPWRECKS



# FLOATLAND



## UP AND AWAY

The drifting continent above has long intrigued the people living below. They see its airships overhead from time to time and wonder about the people piloting them.

SITES

1 – FLOATLAND TOWN
2 – RUINS
3 – MAITREYA'S TOWER

## THE FINAL FRONTIER

Arthur's final destination is Pureland, where the immortals await, eager to fight. The decision to go there should not be made lightly. Once in Pureland, he and his friends are there to stay until they vanquish the immortals—or are vanquished themselves.

Received Remote.

Once in Pureland, you can't return to earth.

**FINAL FANTASY LEGEND III**

### THE FINAL CHAPTER

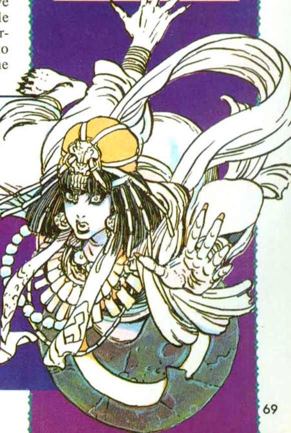
*Arthur sets out with his trusted comrades to find the Talon's Units. Their quest began in the Present but broke the bounds of time and space, taking them to both Past and Future, in this dimension and beyond. Because each decision affects the way the story evolves, each team of time travelers has the opportunity to write its own final chapter.*

Received Future.

"Dharm's been moved to the east

me defeat Maitreya? We must hurry."

Arthur: "Now!!"



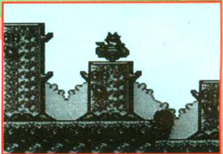
# Felix THE CAT®

© 1993 Hudson Soft
© 1993 F.T.C.P.

**The cat with no visible whiskers and a big Magic Bag claws his way onto Game Boy! A while back, Hudson Soft sent the famed feline on an NES adventure. The Game Boy title is much like its NES counterpart, but it doesn't have as many stages. The difficulty level is rather low, so Felix is best enjoyed by younger or less-experienced players.**

## HE'S BACK

That blasted Professor is messing up Felix's life again! He seems to get an extreme amount of pleasure from kidnapping Felix's girlfriend, Kitty. However, as in the Hudson Soft NES game of the same name, what the Professor's really after is Felix's unfathomably hip Magic Bag. One has to wonder, "What amazing goodies are contained within the Bag?" Is it catnip? No. Is it a titanium scratching post? No. A laser-equipped flea and tick collar? No, that's not it, either. It must be Power-Ups. Yes, that's it! And there are plenty of them, too. Felix should make use of the Items contained within his Magic Bag to help him through each of the five stages. This Game Boy title is much like its NES counterpart, but it doesn't have as many stages. The difficulty level is rather low, so Felix is best enjoyed by younger or less experienced players.



# HIS BAG O' TRICKS

By collecting numerous Felix Balloons and Hearts from Kitty, Felix can Power-Up to new levels of strength and will find himself scooting around in new vehicles.

### MAGIC HAT

A shower of powerful stars will encircle Felix's body when the Magic Hat is activated.

### ROCKET CAR

When he is traveling on land, the Rocket Car is the second Power-Up Felix will get.

### DIVING MASK

For those special underwater tasks. Luckily, the Boxing Glove goes along with the Mask.

### LIFE RAFT

It's no luxury cruise ship, but the Life Raft will keep Felix afloat. Paddle away, sailor!

### UMBRELLA

The Boxing Glove also comes standard with the Umbrella when Felix floats around in the air.

### BOXING GLOVE

This is Felix's standard weapon. It's a close-range-only enemy deterrent. Get more Power-Ups!

### AIRPLANE

The flying feline Felix feels quite at home in the cozy cockpit of this propeller-firing aircraft.

### TANK

The most powerful ground vehicle Felix can obtain, the Tank lobs round shells from its gun.

### SUBMARINE

For rapid underwater travel, the Sub is just the ticket! The torpedoes it fires are potent!

### DOLPHIN

The Dolphin has brought along a healthy supply of toxic beach balls to hurl at the baddies.

### BALLOON

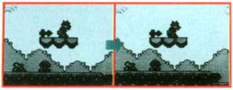
The flying Frisbees that Felix launches from the Balloon have to be properly timed and placed.

### SPACESHIP

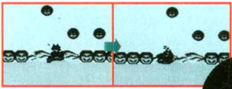
Blasting debris and alien craft is loads of fun in the Spaceship. A must for space travel.

# FELIX'S FELINE FROLICKING

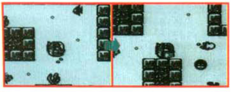
One of the most important features for any game to have is great play control. Felix certainly delivers in that particular category. All of the vehicles that he gets from collecting Power-Ups are easy to control.



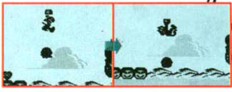
Felix is geared up and ready to go. The black and white feline will point you in the right direction.



As long as you keep Felix movin', he'll act interested, but if you let him sit still, he'll take a nap.



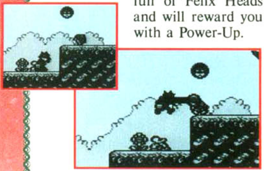
When Felix is fully Powered-Up, he's pretty comfortable because he knows he can take a hit and survive.



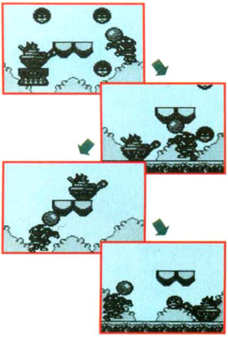
Felix meets with his demise if he doesn't have any of Kitty's Hearts to protect him. Poor cat.

# STAGE 1

Each Stage consists of two Sections. Each Section in Stage 1 is easy to complete. The key to it is to collect as many Felix Heads as you can. Make sure that you enter the Magic Bag in each of the Sections. They're full of Felix Heads and will reward you with a Power-Up.



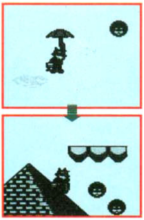
Some enemies will fall off the ledges. Some won't. Jump up and slam 'em before they fall on you.



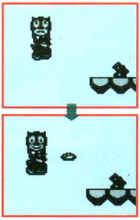
If you have the Tank at the end of Stage 1, your battle with Poindexter should be quick and easy.

# STAGE 2

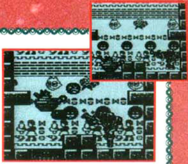
Felix takes to the skies in the first Section of Stage 2. It shouldn't be a problem to transform your transportation from an Umbrella to a Balloon to an Airplane. If you have the Airplane upon entering the pyramid, you'll automatically be given a fully Powered-Up Tank.



Floating along with the Umbrella is a little slow. Go for the Felix heads as fast as you can.



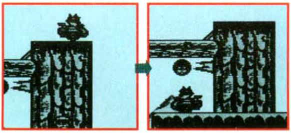
Because of gravity, the Frisbees that Felix launches from the Balloon travel in a downward arc. Position accordingly.



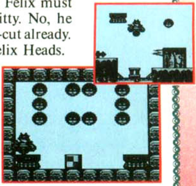
Rock Bottom bounds around on a pogo stick in an ante-chamber and Felix doesn't have much room to maneuver. Fire away!

# STAGE 3

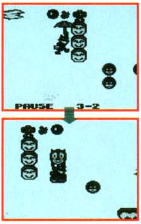
A heavily-forested Stage 3 is the next area that Felix must fight his way through if he wants to rescue Kitty. No, he doesn't need a chainsaw. The land has been clear-cut already. Jump from stump to stump while collecting Felix Heads.



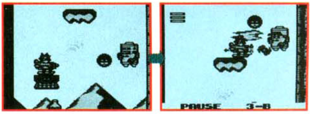
Felix will have to double back around some of the tree stumps to pick up various Felix Heads. It's not difficult.



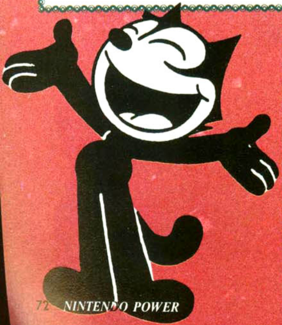
Use the spring to bounce up to the Magic Bag in the first Section of Stage 3. Enter and collect!

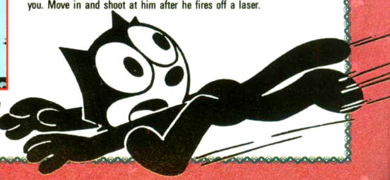


Avoid the guns and collect the Felix Heads. Wait until you have a better weapon to take out the guns.



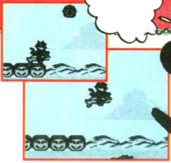
Master Cylinder moves up and down the right side and shoots lasers at you. Move in and shoot at him after he fires off a laser.



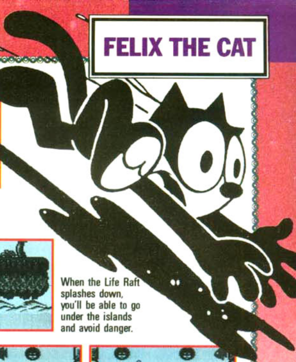


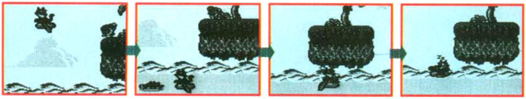
# STAGE 4

The waves and swells of the sea won't be enough to stop Felix. Maybe the vicious sea life will, though. If Felix collects enough Felix Heads, a Dolphin will appear and will give him a ride through the treacherous seas. The beach balls that the Dolphin shoots are much better than the Boxing Glove that Felix carries with him for protection in the Life Raft.



Watch out for spiny fish! Look before you leap into the water.

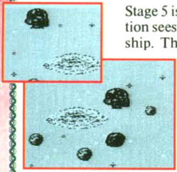




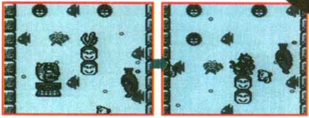
When the Life Raft splashes down, you'll be able to go under the islands and avoid danger.

# STAGE 5

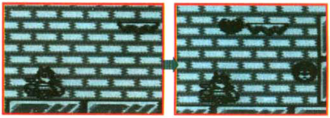
Stage 5 is set in outer space. The first Section sees Felix taking the helm of a Spaceship. There is only one ship for him to pilot—there are no Powered-Up versions. However, you must continue to collect Felix Heads in order to keep up your supply of life-sustaining Milk Bottles. The second Section takes place on a lunar surface. Try to Power-Up to the Tank.



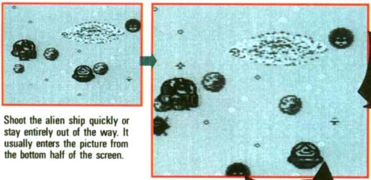
Shoot the asteroids that fly into your path. The Spaceship's laser will take them out easily.



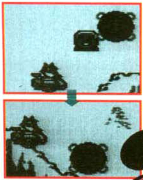
Gulpo, King of the Blobs, thinks he's king of the sea. Prove him wrong by blasting his scaly body right out of the water!



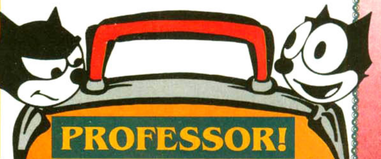
Watch out for the bats in The Professor's hideout. They can be quite tricky!

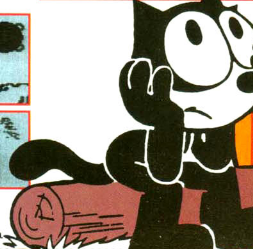


Shoot the alien ship quickly or stay entirely out of the way. It usually enters the picture from the bottom half of the screen.



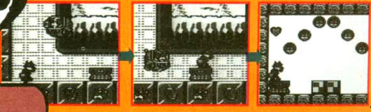
The large moon stone will take more than one hit to bust it up. Stay back and fire from a distance if you can.





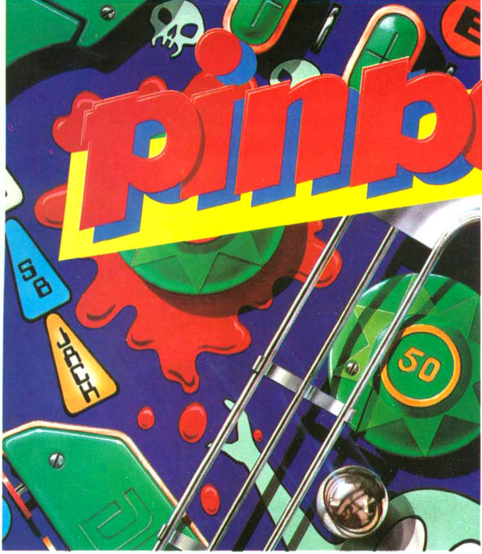
## PROFESSOR!

The Professor has Felix's Magic Bag in his sights, but Felix has other things on his mind! He's come *this* far and he's not going to give up on Kitty.



Fire away at The Professor and enter one of the three Magic Bags when you need some Power-Up assistance!

© 21st Century Entertainment LTD 1993
Licensed to Gametek.

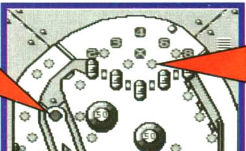


# pinball™ DREAMS

The bells, whistles and flashing lights of a pinball machine can attract any game player. Gametek has brought that attraction to Game Boy in the exciting new game, Pinball Dreams. This Game Pak includes three different pinball games that appeal to players of every skill level. Good graphics and game control make it worth playing again and again.

## IGNITION

Good speed and a well-spaced layout make Ignition a challenging game to play. Scoring in this game can be tricky, especially hitting the Jackpot, but hitting the Hold Bonus will carry your bonus over to the next ball.



### JACKPOT TRAP

Advance the lights by dropping the targets in the right hand corner. Hit the trap while the lights are lit to get the Jackpot or an Extra Ball. If the lights are not lit, the points grow each time you hit the trap.

### COLLECT FUEL

Drop all four targets to light up the bonus on this ramp. Afterwards, you can score big with a quick shot to the top. Collect the fuel and your score will blast off.

### BONUS MULTIPLIER

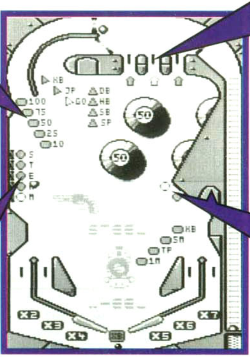
Each time you light all the lanes, the bonus will be multiplied. You can manipulate the flippers to move the unlit lanes under the ball. When you first shoot the ball, drop it through the blinking light for an easy x2.

### IGNITION

When you drop these three targets you receive a letter. Spelling the word IGNITION will send your bonus into orbit, but be careful not to lose the ball on the rebound.

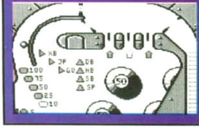
## Steel Wheel

Steel Wheel is a fast pinball game. Being the most challenging game of the three, many players will be frustrated when they lose a ball in the large side drains.



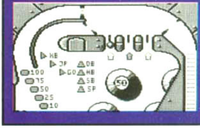
### TICKET RAMPS

Both of these ramps are great for racking up your score. Hitting the right ramp will light the Special Bonus on the ball trap. Hitting the left ramp is worth extra points.



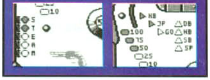
### BONUS MULTIPLIER

When you light all the lanes the bonus will be multiplied. Be sure to make good use of the flippers to position the unlit lanes beneath the ball so you'll get the added bonus!



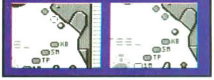
### STEAM

Spell the word STEAM by dropping all the targets on the left side. Every time you succeed in doing this, the Ticket Price of the ramp rises.



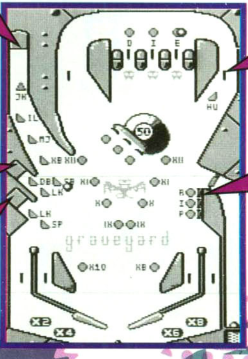
### BALL TRAPS

Hitting the targets on the right side will advance the lights on the ball traps. Put the ball in the trap to collect the bonus. Enter the unlit traps to raise the Jackpot.



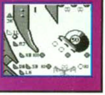
## GRAVEYARD

Graveyard is the easiest of the three games in Pinball Dreams. The scores that players can achieve with this game are incredibly high. Easy-to-hit ramps, lots of targets and a multi-ball option make this game a scream.



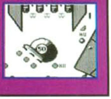
### JACKPOT RAMP

Shooting the ball up this ramp three times will activate the Ball Locks. The fourth time you send it up the ramp, you hit the Jackpot. With the minimum Jackpot being 5 million points, you can really score big here!



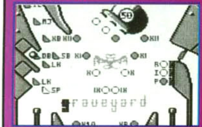
### MIDNIGHT RAMPS

Each time you run the ball through both of the top ramps, the time grows closer to midnight. Before midnight, the ramps are worth 1 million points and but after midnight they are worth 5 million points each time you hit them.



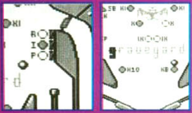
### BALL LOCKS

After you have enabled the Ball Locks, try to put a ball into each of these locks. If you do, the multi-ball option kick in and the action really gets scary.



### R.I.P.

After you have enabled the Ball Locks, try to put a ball into each of these locks. If you do, the multi-ball option kicks in and the action really gets scary.



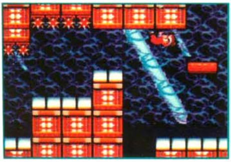
# COUNSELORS' CORNER!

## SUPER NINJA BOY

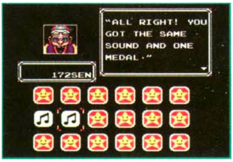
### HOW CAN I EARN LOTS OF MEDALS?

Sharon Hines

You'll save yourself some cash if you stash away lots of Medals. A good way to collect them is to visit a Sound Master, such as the one above Horizon Gate, and challenge him to naming notes. Near the end of the area is a brown platform that rises and falls. Hop on and ride up to the Sound Master, where you can play his musical game to earn Medals. Use the Medals at Exchangeya Shops to open Treasure Chests and take their contents. Sometimes the chests contain normal items, but other times they contain valuables such as the Hynoblow. You must pay the shopkeeper ten Medals to open each of the chests.



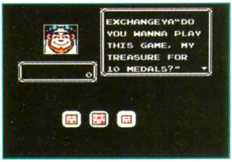
Get a lift on the brown platform near the end of the Horizon Gate area.



"ALL RIGHT! YOU GOT THE SAME SOUND AND ONE MEDAL."

172SEN

Challenge the Sound Master to his note-naming



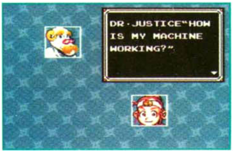
EXCHANGEYA"DO YOU WANNA PLAY THIS GAME, MY TREASURE FOR 10 MEDALS?"

0

For ten Medals, you can open one of the Treasure Chests in the Exchangeya Shops.

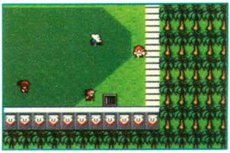
### ? HOW DO I DEFEAT THE CLONES? ?

You won't be able to defeat the Clones in the Sewers below Athletown until you get the Lightning Sword. After your first attempt, which will be unsuccessful, go to Kingland and talk to Dr. Justice to get the Lightning Sword. Now return to the Sewers and defeat the Clones. Continue through the Sewer and conquer the Bad News Boss at its end to receive the Gold Auraball.



DR·JUSTICE"HOW IS MY MACHINE WORKING?"

After your first unsuccessful attempt to clean out the



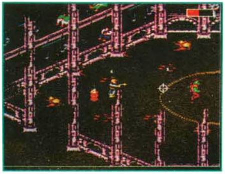
Return to the Sewers with the Lightning Sword to

# SHADOWRUN

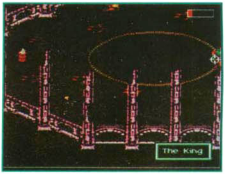
## HOW DO I DEFEAT THE KING?

*Ryan Hanson*

You can either pay to leave the Caryards or challenge the King in the Arena. Fight the other opponents, then, if you've built your Body to 6 or 7, take on the King. When your stamina is nearly gone, he'll run off the screen to the right. Walk slowly after him but stop when half of his body is visible. He won't be able to fire at you, but you can shoot repeatedly to take him out and earn 4000 Nuyen and the right to exit the Caryards.



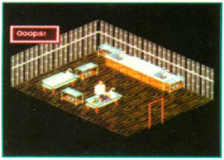
When the King has depleted most of your stamina, he'll exit to the right.



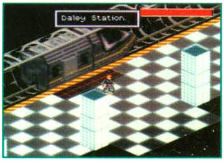
Walk slowly to the right. When he's halfway on the screen, stop and attack the King.

## HOW DO I DEACTIVATE THE CORTEX BOMB?

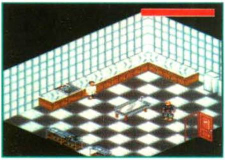
Visit the Street Doc in Old Town and ask him about the Datajack. He will examine you for 500 Nuyen. He sets off a Cortex Bomb, which you'll have about 15 minutes to defuse. Take the Monorail to Daley station. Exit the station, walk up, cross the street, then go right to the next office building. Enter and talk to the secretary. She will show you in to see Dr. Maplethorpe, who will defuse the bomb and repair your Datajack for 2000 Nuyen. He also sells Cyberware.



When the Street Doc in Old Town examines you, he sets off a time-delayed Cortex Bomb.



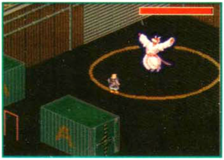
Take the Monorail to Daley Station, exit, walk up, cross the street, and continue to the right.



When you talk to Dr. Maplethorpe, he'll offer to defuse the bomb and fix your Datajack.

## HOW DO I LEARN SPELLS?

You'll learn special spells from H'oochin-ikwa, the Dog Spirit who hangs out in the third warehouse at the Docks. You first met the Dog Spirit in the Alley near the Town Square of the first area, and you'll learn your first spell, Heal, when you've collected the Magic Fetish, the Dog Collar and the Leaves. You'll get the collar from the barking dog you free from the park near the Alley, the Magic Fetish from the Shaman you revive in the Graveyard Tomb, and the Leaves from Kitsune, the singer at the Jagged Nails Club. Return to visit the Dog Spirit to learn new spells when you've recovered the other items it requests.



H'oochin-ikwa, the Dog Spirit, teaches you spells when you give it certain items.

### THE DOG SPIRIT'S SPELLS

**HEAL:** Dog Collar, Magic Fetish, Leaves

**SUMMON SPIRIT:** Dog Collar and Dog Tags

**POWERBALL:** Meteoric Paperweight and Ghoul Bones

**FREEZE:** Mermaid Scales and Octopus Ink

**ARMOR:** Mermaid Scales and Serpent Scales

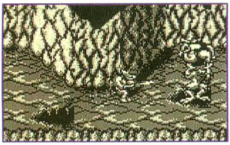
**INVISIBILITY:** Fresh Water and Toxic Water

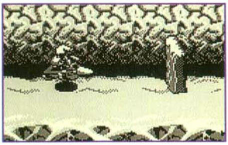
# BATTLETOADS
## IN RAGNAROK'S WORLD

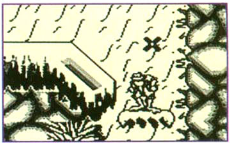
## WHERE ARE THE WARP ZONES?

Armond Williams

We showed the second Warp in Volume 49. There are two more, one in Stage 1, and one in Stage 4. At the end of Stage 1, defeat the Psyko Pigs quickly and run to the platform on the right. If you're fast enough, you'll find a Warp to Stage 3. If you take too long, the platform will disappear. In Stage 4, the Warp is in the final ice area. Stand on the first falling platform and let it drop halfway to the floor. Jump up and down to make it rise again, and search for the Warp to Stage 6 just below the ceiling.

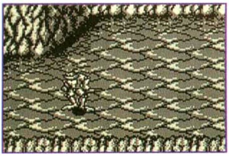

If you're quick to defeat the Psyko Pigs, you'll find a Warp to Stage 3 on the platform, right.

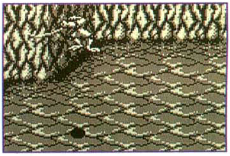

In Stage 3, the Warp is just before the sixth stone slab. It leads to Stage 4.


In Stage 4, jump on the platform to make it rise. The Warp near the ceiling leads to Stage 6.

## HOW DO I GET THE 1-UP IN STAGE 1?

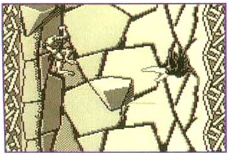
The 1-Up in Stage 1 appears to be out of reach, but there is a way to get it. First, you need to get a Walker leg. After you defeat the Walker in Stage 1, you should see one or two legs left behind on the ground.Stand over a leg and press the B Button to pick it up. Next, line up the Toad's shadow with the 1-Up's shadow. Finally, swing the Walker leg to retrieve the 1-Up. It's a toadally cool move that may come in handy later, too.

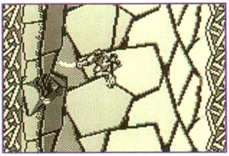

After you defeat the Stage 1 Walker, look on the

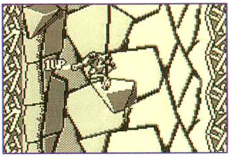

Carefully line up the Toad's shadow with the 1-Up's shadow, then swing the Walker leg.

## IS THERE A WAY TO GET OTHER 1-UPS?

In Stage 2, you'll meet a big-beaked raven—and we do mean BIG—that coughs up a 1-Up if you persevere in your attack. Keep batting it against the walls, racking up points, until you pass the 10,000 point mark. Your next hit will earn you a 1-Up. Try this trick with other big-beaked ravens in the game, too. Each of them yields a single 1-Up but the other ravens in the game give you only the 10,000 points.


The raven you encounter in Stage 2 has a serious beak that you'll have to break.


Keep batting the bird against the walls to earn plenty of points.



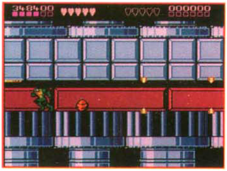
When you've scored 10,000 points, your next blow will make the bird cough up a 1-Up.

# BATTLETOADS & DOUBLE DRAGON

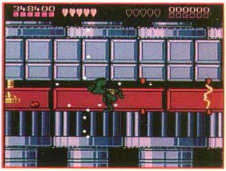
## HOW DO I GET THE BONUS POD IN 3-3?

*Kevin Moss*

Although it's a difficult move, you can retrieve the Bonus Pod by the moving floor in Stage 3-3. Stand a few steps to the left of the floor and hold the B Button down. (To get to the left while you're on the moving floor, you'll have to jump.) The movement of the floor will pull your character to the right, and you'll come down right on top of the pod and crack it open. You'll probably have better luck managing this maneuver using either Billy or Jimmy Lee.



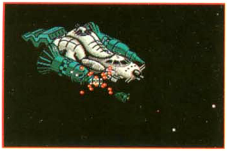
In Stage 3-3, jump to the left, stand next to the moving floor and hold the B Button.



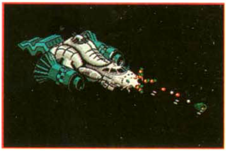
The movement of the floor will pull you to the right, where you'll land on the Bonus Pod.

## HOW DO I DEFEAT THE COLOSSUS?

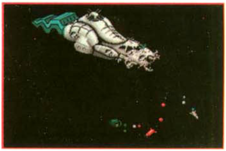
The Colossus, boss of Stage 4, is a rat-like ship that has ten body parts, and it fights like a rabid animal. You'll have to destroy each of the body parts individually as you dodge the items it throws out at you. The body sections disappear as you defeat them. Start with the front sections of the left rockets on the right and left sides of the Colossus, then aim for the tip of the rat's nose. When the nose is gone, blast the lasers in its teeth. Next, go for the center and back sections of the right and left rockets, then take out the gun that's mounted on the bottom of the ship. Finally, concentrate your fire on the missile launcher on the rat's nose. Slow motion is a big plus in this battle. Defeat all ten body parts to win.



Start by attacking the front of the rockets at the ship's sides. Keep firing until they explode.

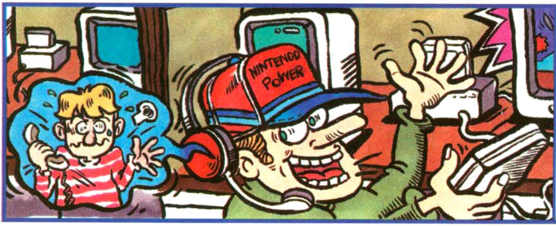


Next, attack the rat-ship's nose and teeth, then concentrate your fire on the rockets again.



When you finally destroy the homing-missile launcher in the rat's nose, you'll sink the ship.

## HAVE YOU FALLEN OFF DEATH MOUNTAIN ONE TOO MANY TIMES? CALL THE COUNSELORS!



**WRITE TO:**

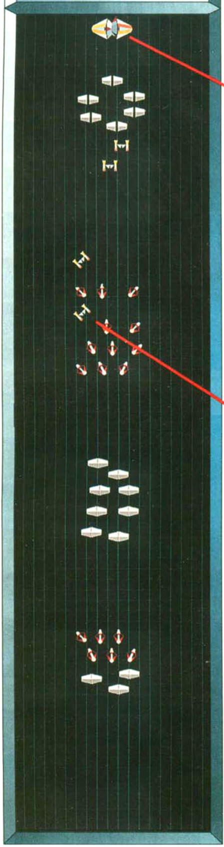
Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

**CALL:**

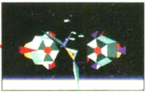
(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to Midnight and Sun., 6:00 a.m. to 7:00 p.m. Pacific time.

# COUNSELORS' CORNER EXTRA! STAR

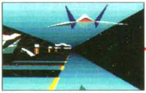
## 2-5 VENOM ORBIT



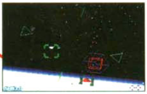
The final two stages of Course Two have their challenging moments. The Metal Smasher Boss at the end of 2-5 is tough, but the Galactic Rider of 2-6 is easy to beat with a couple of well-timed Nova Bombs.



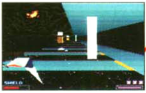
STAGE 2-5: Battle the Metal Smasher in the Approach View so you can better judge how far away it is. Use retros to avoid its crushing attack and concentrate your fire on one half at a time.



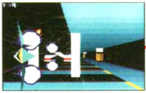
STAGE 2-6: Destroy the space cars that careen out of control at this point. As you vaporize them, be watchful of the ring laser buoys they drop on the road!



STAGE 2-5: You can get a Shield Power-Up about two thirds of the way into this stage. At this point, you should destroy the attacking missiles, but you can simply out maneuver the Space Kites.

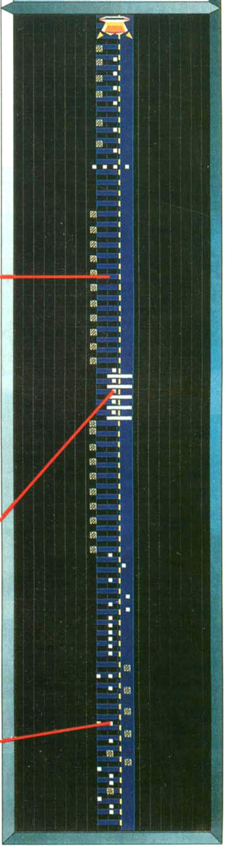


STAGE 2-6: After you get the first Nova Bomb, swerve to the left, out from between the pillars. If you miss the Supply Circle another Bomb will appear a short way down the course.



STAGE 2-6: Fly between the three pairs of pillars on the left and look for a Twin Blaster item further into the course. Note that you cannot hit the wings of your ship on the floor or ceiling.

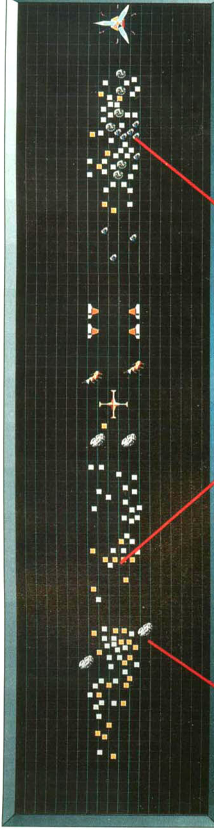
## 2-6 VENOM BASE

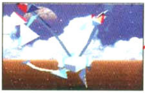


# FOX STAGE MAPS

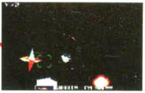
Course Three is tough. There are more enemies and they seem stronger and tougher. In 3-2, there are "smart" asteroids, and in 3-3, living creatures charge to attack. Your wingmen will be shot down very quickly if you don't save them!

## 3-2 ASTEROIDS

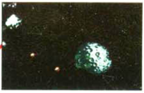




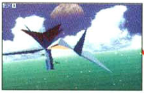
STAGE 3-3: Monarch Dodora, a two-headed, chicken-like dragon, rules Titania. To defeat it, first shoot the tail, being careful to avoid its eggs. When it turns, shoot its heads until its necks are gone.



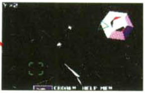
STAGE 3-2: There are many new hazards in this asteroid belt. Avoid the small tug ships that push some asteroids and dodge the asteroids that look like they have faces. They will fly straight at you!



STAGE 3-2: To warp to the nebula, shoot the large asteroid on the right until an egg comes out. When the egg hatches, hitch a ride on the giant bird's claws. Warning: There is no escape from the nebula.

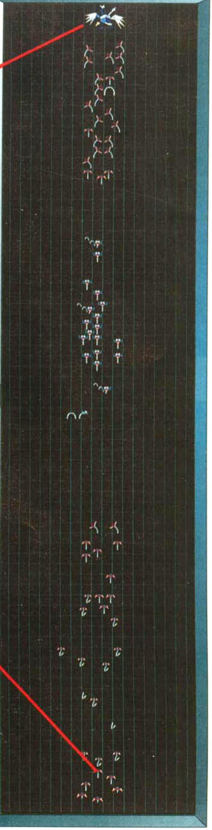


STAGE 3-3: Watch for fast-sprouting flora in this stage! It's best to stay low, below their leaves, but don't ignore the giant hornets. They must be driven off by laser fire or they'll attack from behind.



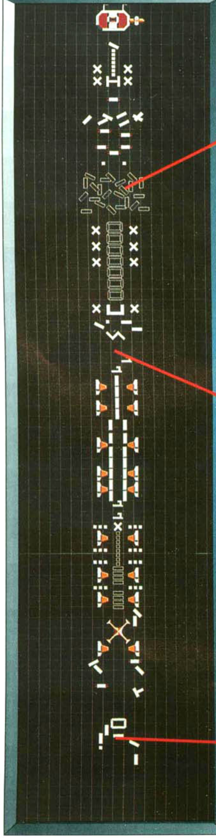
STAGE 3-2: There are more Asteroid Tugs here. Be sure to get the Twin Blaster and Nova Bomb items at this point in the stage.

## 3-3 FORTUNA

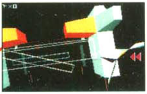


# COUNSELORS' CORNER EXTRA! STAR

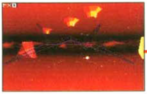
## 3-4 SECTOR Z



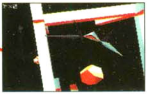
These stages take you through outer and inner space. With its crystal monoliths, Sector Z is the most challenging space course. In the Macbeth stage, you'll fly through the volcanic core of a planet, with volcanoes erupting all around you!



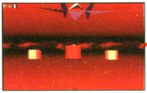
STAGE 3-4: Good luck! To best avoid the transparent monoliths, stick to the right or left side of the course (a red arrow will blink at the edge of the



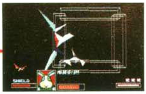
STAGE 3-5: At this point, tanks and plasma ball cannons are stationed on the ceiling! The easiest way to clear the area of these enemies is to use Nova Bombs.



STAGE 3-4: Fly through the two rectangles formed by the monoliths to make a Supply Circle appear. You'll be ready to replenish your stock at this point.

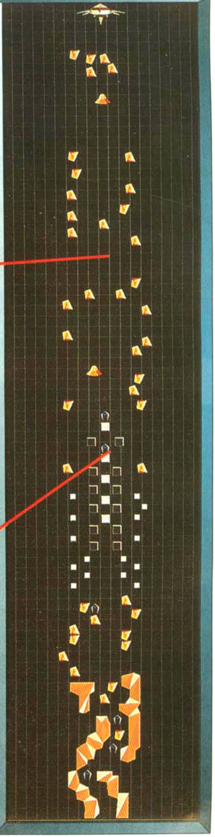


STAGE 3-5: A Twin Blaster item is hidden among the blocks at here. It takes quick maneuvering using the L & R Buttons to make the dash through to collect it!



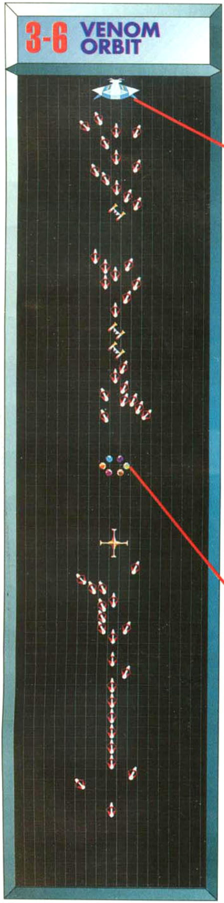
STAGE 3-6: Maneuver through the monolith rectangle formed here to make an extra Nova Bomb item appear.

## 3-5 MACBETH

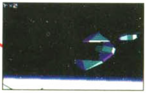


# FOX STAGE MAPS

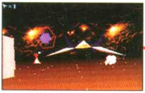
## 3-6 VENOM ORBIT



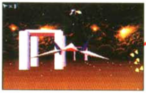
The final two stages are, of course, the most challenging. You'll encounter the formidable Great Commander not once, but twice. Watch out for the walls in 3-7—they'll close in on you unless you change their directions.



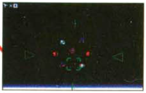
STAGE 3-6: The Great Commander's vulnerable points are the six batteries that flank the ship. You can damage them only when they're open. When



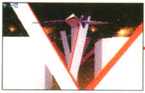
STAGE 3-7: When you clear the last two arches, which are at some distance from the others, a Bomb will appear here.



STAGE 3-7: Go under the first two arches here, then slide over and go under the one on the right to make a Bomb show up in this area.

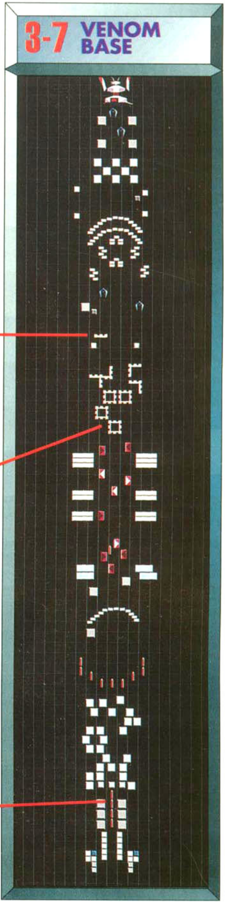


STAGE 3-6: There's a treasure trove to be had here. First, take the Bomb from the center. That will make a Power Shield and Twin Blasters appear.



STAGE 3-7: Just after you enter this stage, falling pillars will threaten your ship. Stay high in the center to avoid them. Don't use Boosters or try Rolling—you'll probably hit a pillar if you do.

## 3-7 VENOM BASE

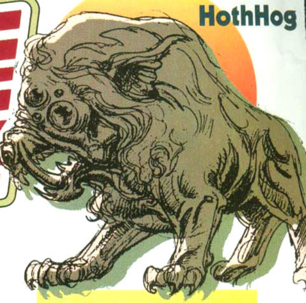


FROM **LUCASARTS•SCULPTURED SOFTWARE•JVC**

# SUPER STAR WARS THE EMPIRE STRIKES BACK

# The Making of A Masterpiece

**Kalani Streicher has a view of the Forest Moon of Endor from his office at LucasArts Entertainment Co. in San Rafael, so it should come as no surprise that he spends much of his time plotting the downfall of the Empire. From this room filled with maps and pictures of alien worlds, he planned and directed the latest Star Wars epic—Super Empire Strikes Back, due for release this fall by JVC. This 12 megabit Super NES sequel to last year's hit, Super Star Wars, has been in the works for two years. The project has required thousands of hours of effort from artists, programmers and animators, but their vision paid off in what may well be the ultimate action adventure.**

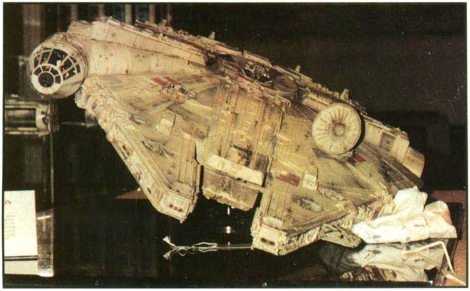


The HothHog is one of the denizens of the ice planet Hoth which Luke must defeat. Many of the creatures seen in the game never appeared in the movie.

## HOW IT ALL BEGAN

### THE MAKING OF SUPER EMPIRE

About the spring of 1991, midway through the development of Super Star Wars, Kalani had already begun planning his next tour de force. He had seen his original project venture into areas seldom explored by video games and he wanted the next game to take full advantage of the programming wizardry created by co-developer, Sculptured Software. There was never any doubt that "Empire" would be his subject, so Kalani began envisioning how he could bring that story to life. He pictured a Mode 7 stage where players fly across a 3-D landscape in a snowspeeder, then wrap a cable around the legs of an Imperial Walker. He pictured Luke earning Jedi powers on Dagobah and Han Solo escaping from TIE fighters in an asteroid field. In all, 20 stages slowly took shape over the next two years and more than a dozen artists and programmers devoted their time to the vision.



Kalani and crew didn't have to go far to see what the Star Wars ships and items looked like. The archives at Skywalker Ranch contain a universe of props, costumes and pictures.

From left, the creative team at LucasArts includes producer Kalani Streicher, art supervisor Harrison Fong, Peter Chan (backgrounds), animation supervisor Jon Knoles, and Paul Mica (animation, not pictured.)

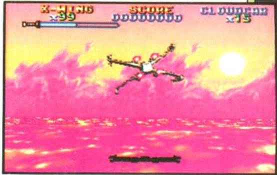
# LIGHT & MAGIC

## THE MAKING OF SUPER EMPIRE

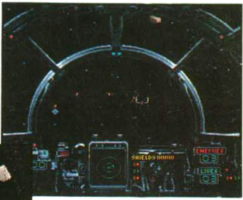
One reason for the success of Super Star Wars was that the game pushed beyond what other developers thought was possible or practical. Led by Peter Ward, Ryan Ridges, and John Lund, the team at Sculptured goes even further in Super Empire.

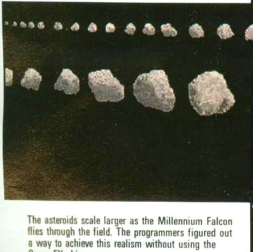
The realism of the asteroid stage comes in large part from the scaling of asteroid sprites. Since scaling takes lots of processing time, the conventional wisdom is that scaling sprites will slow a game dramatically. That isn't the case here. Empire uses several different sizes of sprites and the scaling process simply enlarges a sprite until it reaches the next larger size, then the larger sprite appears and it in turn gets scaled even larger. The result is a smooth scaling effect with very detailed objects. It's both memory efficient and truly dramatic.

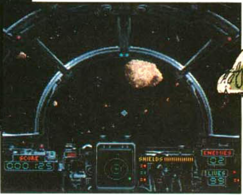
Other technical wonders are found in the speeder stages and when the X-wing flies over the clouds. The sense of speed is imparted from splitting the screen and scrolling two different images. The background (above the horizon) scrolls conventionally left and right. The foreground (below the horizon) is created from a topographical map. Using Mode 7, the map is tilted sideways and the 3-D textures look like surface features as it scrolls beneath you. In Empire, these maps also rise and fall, giving the illusion of passing over hills and valleys.



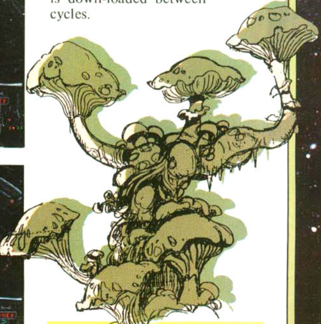
Advances in programming have also been made in sound by Sculptured's Paul Webb. Besides hearing the voices of Darth Vader and Yoda, you'll be bombarded with digitized sounds of ion guns, Lightsabers, TIE fighters and Tauntauns. In order to preserve the speed of play, bulky digitized sound information is down-loaded between cycles.







The asteroids scale larger as the Millennium Falcon flies through the field. The programmers figured out a way to achieve this realism without using the Super FX chip.

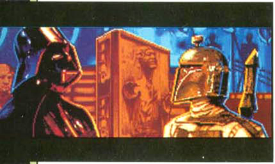


The swamp world of Dagobah.

## USING THE FORCE

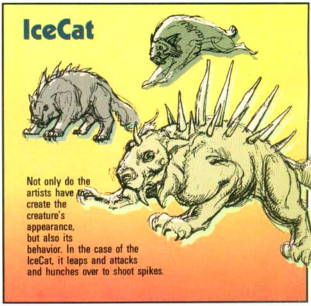
### THE MAKING OF SUPER EMPIRE

One of the great advantages LucasArts has over most developers is the amount of materials available to them. Not only do they have the film, but they have a vast library of music and sound effects, painted backdrops, props, costumes, scripts, novels and most important of all, they are all fans who know and love Star Wars. In the archives at Skywalker Ranch you can find a dozen R2-D2s and just about everything ever seen in any Lucasfilm production. Some of the models won't look familiar, however, since the scenes in which they appeared ended up on the editing room floor. This is one source for the new characters that appear in Super Empire, but the team also created entirely new creatures. It wasn't their intention to duplicate the movie scene by scene, but to provide an interactive experience based on the film.



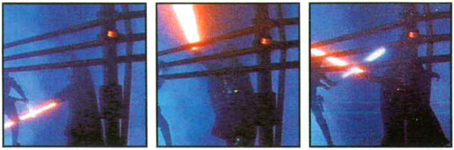
Han in carbon freeze can be seen in the game just as in the movie.

So what goes into the creation of new foes? It starts with a recognition of the type of stage in which the creature will appear. On Dagobah, the creatures can swim in the water, run on land, climb in the trees or fly. Each has a different attack and artificial intelligence (AI). The AI is like a type of radar. The AI for some creatures is very complex, allowing them to zero in on you, while for others it consists of simpler search patterns. The designers plan one attack to compliment the next, which necessitates that players use all their skills. For instance, a ground attacking foe might chase Luke toward another creature that suddenly pops out of the ground, forcing Luke to leap away. Their guiding principle was to keep Luke constantly reacting to new challenges, and it worked. This is one of the most challenging games around.

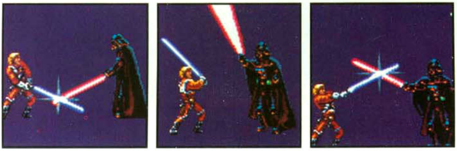


**IceCat**

Not only do the artists have to create the creature's appearance, but also its behavior. In the case of the IceCat, it leaps and attacks and hunches over to shoot spikes.



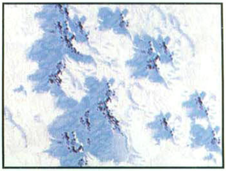
Jon Knoles used the frames shown here above when designing Darth Vader's attack animation, seen below. The most difficult part was getting the cape to move correctly and look natural. In the end, the animation looks almost cinematic.



## BEYOND STAR WARS

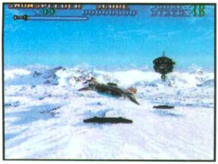
### THE MAKING OF SUPER EMPIRE

According to Kalani, the supreme master of all Star Wars related gaming development at LucasArts: "We try to push the limits of our games both technologically and artistically. "The push for Super Empire has been to perfect the action/adventure genre of video games. Due to memory space limits, each stage has about 700 to 800 characters with which to create backgrounds and foregrounds. The effect of endlessly new landscapes is really a trick of using a limited number of landscape modules that can be fit together any which way. The same efficiency was used with animation and characters. Animation sequences like an X-wing flying toward a planet may look like 30 frames, but is really 10 frames or less. The X-wing itself may use the same character flip-flopped for both wing sets, thereby halving memory requirements. The result is that this game has more memory space

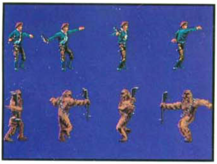


Tilted by Mode 7, these maps create icy ground on the Snowspeeder stage.

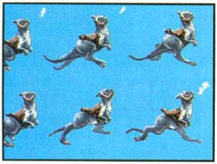
available for variety, like Luke's eight Jedi Force powers, more digitized voices, more animated cinema scenes and new graphic effects.



The Mode 7 Snowspeeder stage adds fast, 3-D action.



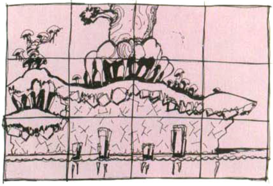
Chewbacca has a special spin move that is invincible.



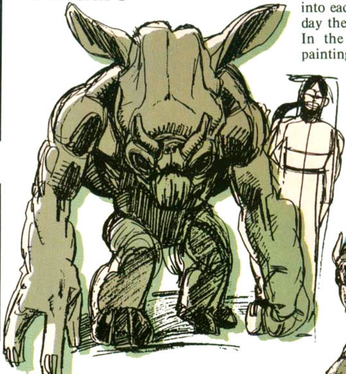
This animation is combined with Luke's sprite on riding sequences.

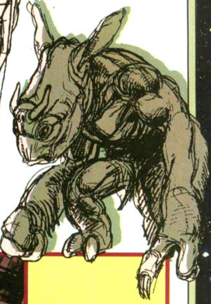
What does Kalani hope to add to the Star Wars legacy? "I hope that the games expand the Star Wars world," he says. "With every game you make, that world becomes more real. We're bringing it to life." In fact, the reality may become further blurred in the future as LucasArts' special effects magicians at Industrial Light & Magic and the gaming group delve into each other's fields. Someday there may be no division. In the meantime, that matt painting of the Moon of Endor in his office reminds Kalani that there are new worlds to conquer, and the next is Super Return of the Jedi!

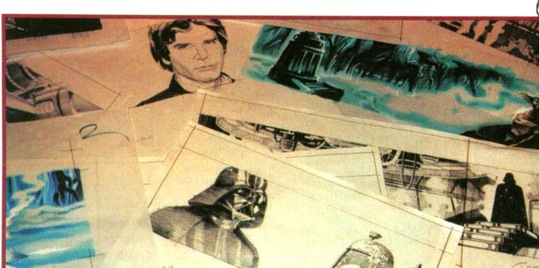
Development on each of the stages began by creating maps that layed out each area screen-by-screen.



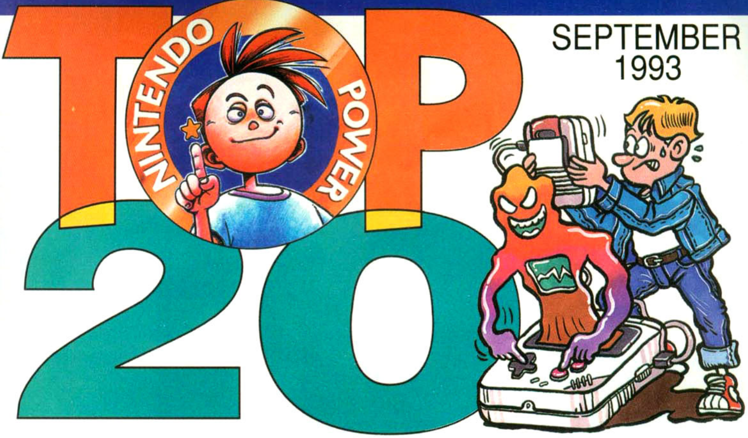
**Gundarc**







This montage represents LucasArts' planning stages. The next step was to create computer art in Deluxe Paint and special development tools created by Sculptured. Finally, the finished computer art and animation was entered into the game along with program instructions on how characters move and interact.



# TOP 20

SEPTEMBER
1993

The original The Legend of Zelda has hit a major landmark on the Top 20, a whopping five years on the charts. It takes a great game to be able to do this. Street Fighter II Turbo is also big news. It debuts at number six on the Super NES chart.

## SUPER NES

**1** 17,359 POINTS
6 MONTHS

### STAR FOX

Hop into your Arwing and take on the evil Andross. Only the best players can beat Level 3 in this top ranked game.

**2** 17,278 POINTS
21 MONTHS

### THE LEGEND OF ZELDA- LINK TO THE PAST

Link is hot this month. Number two is as low as he rates on any of the systems. With game action like this, how could you go wrong?

**3** 15,150 POINTS
15 MONTHS

### STREET FIGHTER II: THE WORLD WARRIOR

The mighty Street Fighter II has slipped down one place this month. What could cause this to happen? Street Fighter II Turbo, of course!

**4** 9,589 POINTS

### SUPER MARIO KART

Mario crosses the finish line this month, holding onto his strong fourth place finish.

**5** 6,385 POINTS

### MARIO PAINT

A little creativity and style can go a long way with this game. See what you can make!

| | | |
|---|---|---|
| 6 | 6,130 POINTS | STREET FIGHTER II TURBO |
| 7 | 5,020 POINTS | BATMAN RETURNS |
| 8 | 4,711 POINTS | SUPER STAR WARS |
| 9 | 4,311 POINTS | SIMCITY |
| 10 | 4,144 POINTS | SPIDER-MAN AND THE X-MEN IN ARCADE'S REVENGE |
| 11 | 4,065 POINTS | NHLPA HOCKEY '93 |
| 12 | 3,960 POINTS | SUPER MARIO WORLD |
| 13 | 3,879 POINTS | FINAL FANTASY II |
| 14 | 3,876 POINTS | NCAA BASKETBALL |
| 15 | 3,709 POINTS | F-ZERO |
| 16 | 3,684 POINTS | SHADOWRUN |
| 17 | 3,575 POINTS | TECMO SUPER NBA |
| 18 | 3,394 POINTS | TMNT IV: TURTLES IN TIME |
| 19 | 3,107 POINTS | BULLS VS. BLAZERS AND THE NBA CHAMPIONSHIP |
| 20 | 3,090 POINTS | BATTLETOADS IN BATTLEMANIACS |

## GAME BOY

**1**
26,276 POINTS
12 MONTHS

### SUPER MARIO LAND 2- 6 GOLDEN COINS

Mario is still rocking the Game Boy chart this month, doubling the closest competition. This game rates well with everybody's picks.

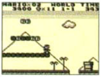
**2**
13,413 POINTS
5 MONTHS

### THE LEGEND OF ZELDA—LINK'S AWAKENING

The anticipation for this game has placed it on the charts for five months. Will the release of this game take it to the top?

**3**
13,240 POINTS
36 MONTHS

### SUPER MARIO LAND



Mario's first Game Boy hit still rates well with the Players and Dealers. This great game is hard to beat.

**4**
12,028 POINTS

### KIRBY'S DREAM LAND

This cute little puff-ball packs one mean punch, and game players love it!

**5**
11,364 POINTS

### METROID II: RETURN OF SAMUS

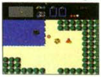
Samus spins her way to glory in her battle to clear the planet of Metroids.

| | | |
|---|---|---|
| 6 | 9,227 POINTS | TETRIS |
| 7 | 7,929 POINTS | DR. MARIO |
| 8 | 7,634 POINTS | YOSHI'S COOKIE |
| 9 | 4,993 POINTS | FINAL FANTASY ADVENTURE |
| 10 | 4,935 POINTS | FACEBALL 2000 |
| 11 | 4,381 POINTS | THE REN & STIMPY SHOW |
| 12 | 4,309 POINTS | MEGA MAN III |
| 13 | 3,754 POINTS | BATTLETOADS |
| 14 | 3,610 POINTS | YOSHI |
| 15 | 3,412 POINTS | FINAL FANTASY LEGEND II |
| 16 | 3,349 POINTS | MEGA MAN II |
| 17 | 3,247 POINTS | F-1 RACE |
| 18 | 2,933 POINTS | FINAL FANTASY LEGEND |
| 19 | 2,764 POINTS | GOLF |
| 20 | 2,705 POINTS | TMNT II: BACK FROM THE SEWERS |

## NES

**1**
12,975 POINTS
60 MONTHS

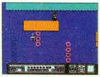
### THE LEGEND OF ZELDA



Grab your party hats and whistles. Let the party begin. Zelda has had five great years on the top of the charts.

**2**
12,707 POINTS
47 MONTHS

### SUPER MARIO BROS. 3



Mario's best NES adventure takes second place this month. This game is always popular and may take the top again!

**3**
8,509 POINTS
19 MONTHS

### TECMO SUPER BOWL

Hard hitting football will keep this game in the Top 20 for quite awhile. With football season arriving, will it get a second wind?

**4**
7,785 POINTS

### MEGA MAN V

Mega Man and little buddy Rush take on the forces of evil once again.

**5**
6,823 POINTS

### BATTLETOADS & DOUBLE DRAGON

New to the Top 20, the Battletoads and Double Dragon team up to take on the bad guys.

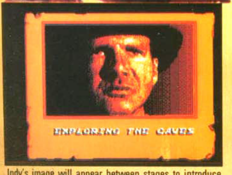
| | | |
|---|---|---|
| 6 | 6,468 POINTS | FINAL FANTASY |
| 7 | 6,444 POINTS | YOSHI'S COOKIE |
| 8 | 6,333 POINTS | DR. MARIO |
| 9 | 6,279 POINTS | TECMO NBA BASKETBALL |
| 10 | 5,870 POINTS | BATTLETOADS |
| 11 | 5,351 POINTS | ZELDA II: THE ADVENTURE OF LINK |
| 12 | 5,302 POINTS | TEENAGE MUTANT NINJA TURTLES |
| 13 | 5,250 POINTS | TETRIS |
| 14 | 4,828 POINTS | KIRBY'S ADVENTURE |
| 15 | 4,645 POINTS | METROID |
| 16 | 4,542 POINTS | SUPER MARIO BROS. 2 |
| 17 | 4,500 POINTS | MEGA MAN IV |
| 18 | 4,067 POINTS | TMNT III: THE MANHATTAN PROJECT |
| 19 | 3,364 POINTS | CASTLEVANIA III: DRACULA'S CURSE |
| 20 | 3,323 POINTS | MEGA MAN III |

# INDIANA JONES® and the LAST CRUSADE™

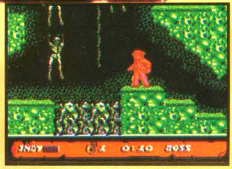
*One of the greatest heroes the early-twentieth century world has ever known is about ready to slam into your NES, courtesy of UBI Soft. Indy's third chronicled adventure is the subject of this action game.*

## INDY RIDES AGAIN!

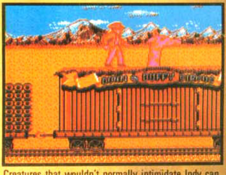
After three box-office smashes and a few video games under his belt, Indiana Jones, defender of goodness, charges back with another NES release. The game more or less follows the story line of the movie, with major events incorporated into the stages. One of the best things about the game is that it gives you a password after you have completed each stage. The game play itself is rather easy in some respects and rather difficult in others. For example, some of the bosses are exceptionally easy to defeat while other minor enemies can be very hazardous. The hit detection and play control could have used some more fine tuning, but as with other games that have the same complications, you can adjust your style of play to compensate for it. In all, Indiana Jones and the Last Crusade provides a fair challenge.



Indy's image will appear between stages to introduce the next test.



Each Stage is timed, so there's no time to waste. Make your move, Indy!

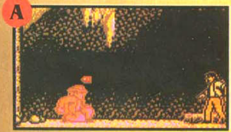


Creatures that wouldn't normally intimidate Indy can slow him down tremendously.

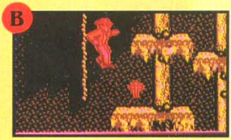
© 1989 LucasArts Entertainment Co. Indiana Jones is a registered trademark of Lucasfilm Ltd.

# STAGE 1 Exploring the Caves

The Caves are very dark. It will be important for Indy to pick up any Torches he may come across. They will light his way for just over one minute. Without them, Indy may stumble upon pots, buckets or other materials placed in the Caves. The enemies that roam the Caves should be approached quickly and punched in the same manner. Watch out for flying bullets as you approach, though. It may help to crouch down when you begin to punch.



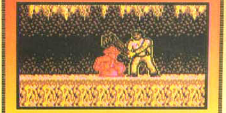
If you crouch, a shot from a standing position will go over Indy's head. Enemies don't fire rapidly.

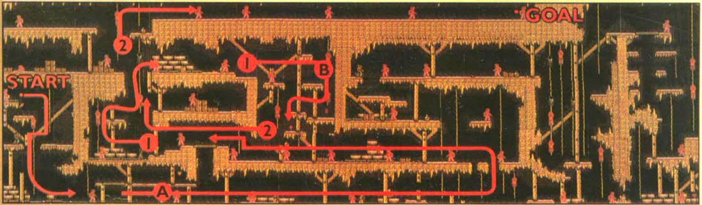


The Cross of Coronado is Indy's goal in the Caves. Our maps will help you nab it without a problem.

## BIG BOSS!

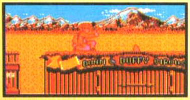
If you crouch down in the position shown and punch away, you should be able to defeat the Big Boss without even taking a hit. It's way too easy!





# STAGE 2 Escaping on the Train

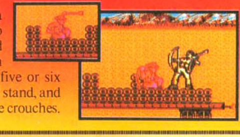
Indy finds himself riding a speeding train in Stage 2. The bad guys are after him and he's gotta get off! Proceed to the right, jumping from car to car. If you miss a jump and fall between the cars, well . . . that's all she wrote! Try again. This stage isn't very long, but unfortunately, there's danger everywhere. Be sure to get and use the Whip.

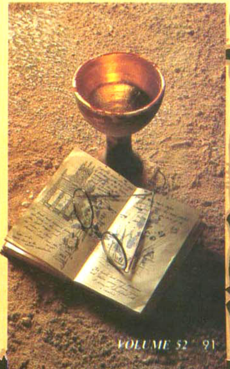


The Train is where you'll find and first use the Whip. Press Select to access it.

## EVIL INDIAN BRAVE

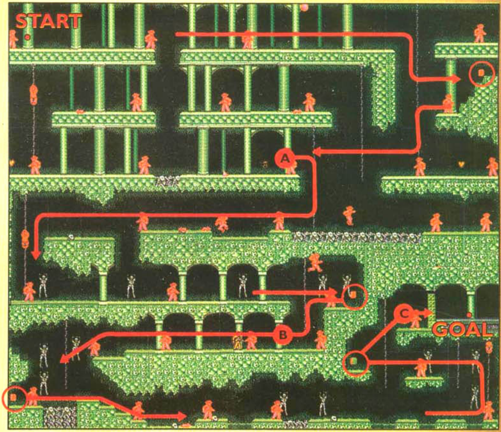
Defeating this character can be a hassle if you don't know how to do it. Move just to the left of him and crouch down. While he fires an arrow over your head, smack him five or six times with the Whip. Stop whipping, stand, and jump over the arrow he fires when he crouches.



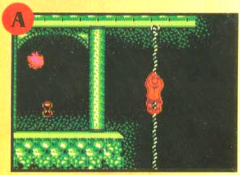


# STAGE 3 Entering the Catacombs

As before, this stage is timed. If you spend time going into unnecessary areas, you could very easily end up running out of time. The best route to take to collect the four pieces that make up the Tablet is mapped out for you. In the upper half of the Catacombs, you can take different routes, but the one that is mapped should get you out of the area the fastest. If you don't collect all four pieces of the Tablet, you won't get out.

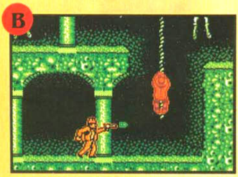


**A**



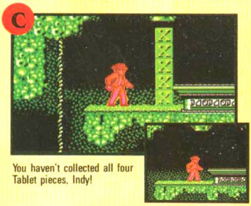
It will be important to pick up this Hourglass. Without it, you may run out of time. Not good!

**B**



Hang on the rope until this Grail Guard shoots, then drop down and quickly use your Whip on him.

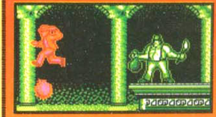
**C**

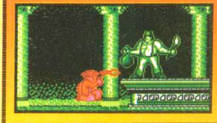


You haven't collected all four Tablet pieces, Indy!

## BREATHER OF FIRE

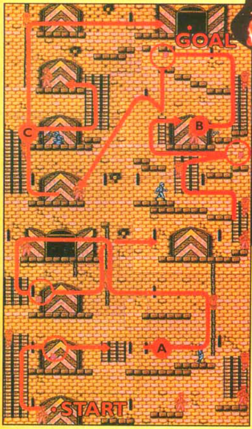
This huge Holy Grail protector likes to drink fire water! Move in close and flail away at him with your Whip. He'll take a drink from his bottle and swill the volatile liquid around a bit before he spits out a fireball at you. Just before he spits, move to the left to avoid getting fried.

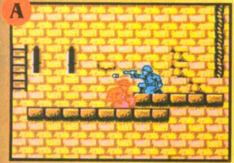




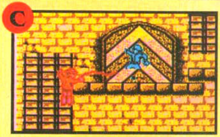
# STAGE 4 Assault on Brunwald

Indy's assault on Castle Brunwald is a difficult task. He'll have to make excellent use of the time that he has allotted to complete the mission and piece together his father's diary. There's really no time to waste! Even using our mapped-out route, you still may have some trouble. It's that difficult! One of the more difficult moves is to jump out from a ledge and grab onto a ladder. It's easy to miss and fall to the ledges or water below.

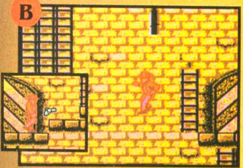




If a soldier is on a platform higher than the one that you're on, just crouch down next to his platform and swing away with your Whip. Easy pickings.



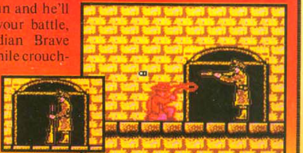
Indy can also hang on the ladders and use his wickedly powerful Whip. Catch unsuspecting Soldiers off guard and send 'em packing!



Once you've reached and obtained the Gun, you'll have to make a long leap out and down to the left. You'll probably sustain some damage.

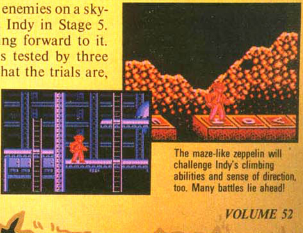
## THE SNIPER

This soldier has a big gun and he'll use it to stop Indy. In your battle, treat him like the Indian Brave before. Use your Whip while crouching or jumping to avoid the Sniper's bullets as they blaze from the dangerous gun.



## BEYOND STAGE 4

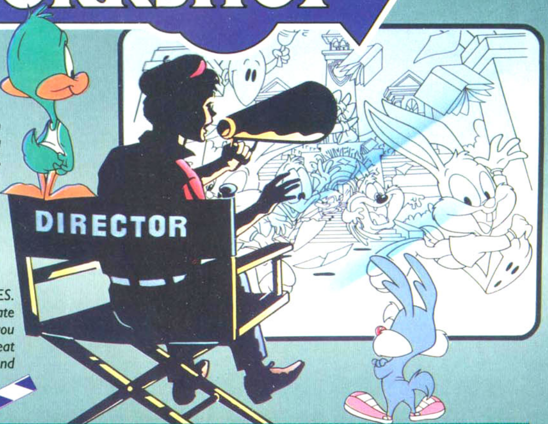
A testing bout with furious enemies on a skyward-bound airship awaits Indy in Stage 5. We're sure that he's looking forward to it. Finally, in Stage 6, Indy is tested by three trials. We won't tell you what the trials are, but Indy has to complete them if he wants to obtain the Grail and save his wounded father.



The maze-like zeppelin will challenge Indy's climbing abilities and sense of direction, too. Many battles lie ahead!

TINY TOON
Adventures
TM

# CARTOON™ WORKSHOP

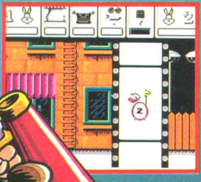


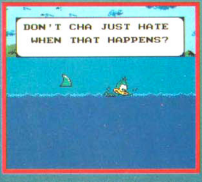
*If you're expecting another Tiny Toon Adventures action game, you'll just have to wait. Cartoon Workshop isn't an action game. In fact, it's not really a game at all. Surprisingly, that's the best thing about it! Just as Nintendo's Mario Paint expanded the horizons of creativity with the Super NES, Konami's Cartoon Workshop seems poised to do much the same for the NES. Have you ever wanted to create your own cartoons? Now you can! Step up and take your seat in the Director's Chair. And remember, you can't lose!*

PROD. NO.
SCENE
1
TAKE
4
TIME
11:00
DATE
DIRECTOR
PRODUCED BY

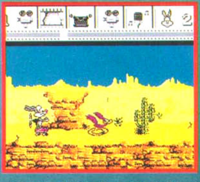
## TAKE ONE . . . CUT!

It will take practice to put together a professional-looking animated Tiny Toon Adventures sequence. One of the best things to do before you start is to read the manual and understand all of the program's functions. The manual contains a wealth of information and will help you tremendously. With patience, and many retakes, you should be churning out hilarious spoof performances that feature Buster Bunny, Babs Bunny, Plucky Duck and other Tiny Toons favorites.

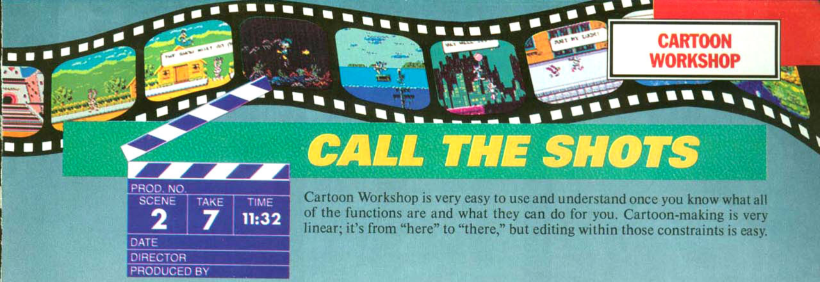




DON'T CHA JUST HATE WHEN THAT HAPPENS?

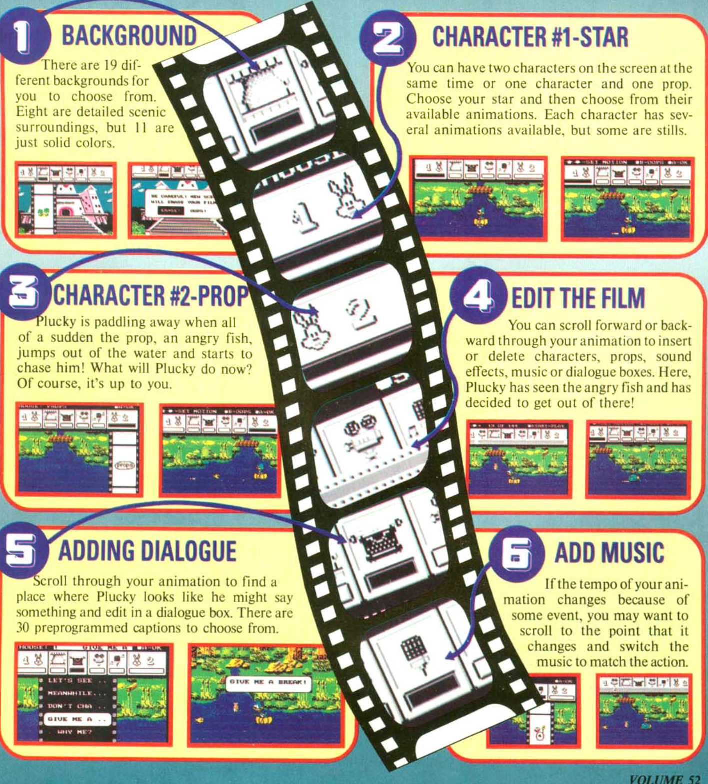


TINY TOON ADVENTURES, characters, names and all related indicia are trademarks of Warner Bros., © 1993. © 1992 Novotrade International, Inc. TM&© 1992 Konami Co., Ltd. © Warner Bros.


PROD. NO.
SCENE 2
TAKE 7
TIME 11:32
DATE
DIRECTOR
PRODUCED BY

# CALL THE SHOTS

Cartoon Workshop is very easy to use and understand once you know what all of the functions are and what they can do for you. Cartoon-making is very linear; it's from "here" to "there," but editing within those constraints is easy.


BE CAREFUL! NEW SCENE WILL ERASE YOUR FILM
SET MOTION
props
LET'S SEE ..
MEANWHILE...
DON'T CHA ..
GIVE ME A ..
WHY ME?
GIVE ME A BREAK!

## 1 BACKGROUND

There are 19 different backgrounds for you to choose from. Eight are detailed scenic surroundings, but 11 are just solid colors.

## 2 CHARACTER #1-STAR

You can have two characters on the screen at the same time or one character and one prop. Choose your star and then choose from their available animations. Each character has several animations available, but some are stills.

## 3 CHARACTER #2-PROP

Plucky is paddling away when all of a sudden the prop, an angry fish, jumps out of the water and starts to chase him! What will Plucky do now? Of course, it's up to you.

## 4 EDIT THE FILM

You can scroll forward or backward through your animation to insert or delete characters, props, sound effects, music or dialogue boxes. Here, Plucky has seen the angry fish and has decided to get out of there!

## 5 ADDING DIALOGUE

Scroll through your animation to find a place where Plucky looks like he might say something and edit in a dialogue box. There are 30 preprogrammed captions to choose from.

## 6 ADD MUSIC

If the tempo of your animation changes because of some event, you may want to scroll to the point that it changes and switch the music to match the action.

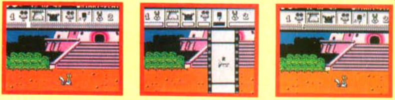
PROD. NO.
SCENE
3
TAKE
12
TIME
12:48
DATE
DIRECTOR
PRODUCED BY

# TIPS FROM DIRECTORS

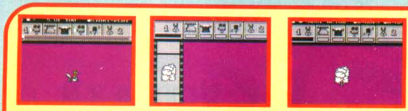
While still very young, the Tiny Toon Adventures characters have starred in so many flicks that they feel very comfortable giving information and help to those who are just starting out in the cartoon business. Heed their words. Practice the techniques and build on the knowledge that they pass along. The information they present will help to make your animated presentation more professional-looking. If all else fails, refer to the manual.

## Buster Bunny

"Hey! Check it out. If you really want to add that 'special touch' to your animations, use plenty of sound effects. They can really improve your status with the top cartoon producers."



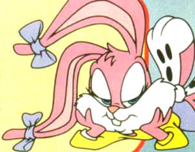
Ugh. Buster trips and eats dirt. Now, if you were watching your favorite cartoon and a character fell like this, would you expect to hear something? Sure you would! Scroll to the frame in the animation where Buster bites the dust. Go to the Sound Menu and press the Control Pad Up or Down until you find a sound effect for the situation.



In this example, instead of just having a sound effect go off at the desired frame, why not make Buster end up going down in a cloud of smoke? It could be a "crash and burn" type of effect. You can retain your sound effect, too! When the smoke clears, cut back to Buster and continue on. Effects like this just slay an audience!

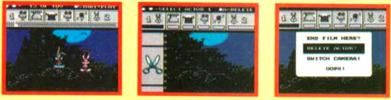
## Babs Bunny

"Like Buster, I like to concentrate on details. You can take effects one step farther by adding a visual effect to go along with your sound effect."

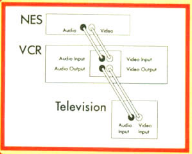


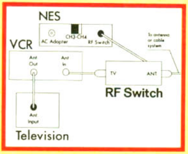
## Furrball

Babs mentioned that you could change Buster into a cloud of smoke, right? Well, you have to go into the Character 1 Menu and find the Scissors first. You can switch characters with it.


END FILM HERE?
DELETE ACTOR?
SWITCH CAMERA!
OOPS!

In order to change Buster into a cloud of smoke, you'll have to edit Buster out and replace him with the cloud. Bring up the Scissors icon in the Character 1 Menu and press the A Button to select it. A menu of options will appear. Choose Delete Actor and then go back into the Character 1 Menu and find the appropriate cloud.


NES
Audio
Video
VCR
Audio Input
Audio Output
Video Input
Video Output
Television
Audio Input
Video Input


NES
CH3-CH4
AC Adapter
RF Switch
To antenna or cable system
VCR
Ant Out
Ant In
TV
ANT
RF Switch
Ant Input
Television

## Plucky Duck

"Being the technical wizard that I am, I'm here to tell you how to record your cartoons. You have to connect your NES to a VCR. You can use the RF Switch or the A/V Cable. Check the manual for more info."

GET WELL SOON!
JUST MY LUCK!

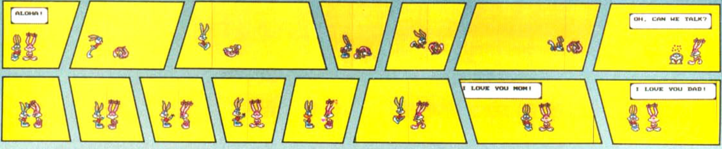
# DIRECT YOUR OWN

PROD. NO.
SCENE 4
TAKE 8
TIME 2:26
DATE
DIRECTOR
PRODUCED BY

Plucky's suggestion to record your animations was right on target. Since Cartoon Workshop won't save your cool creations, you have to use another medium to save them. A VCR is the obvious choice. Cartoon Workshop is so easy to use, you'll be able to build up quite a library of cartoons in just a short period of time. Considering the fact that the longest animation you can make is about eight minutes, you can store many animations on one tape!

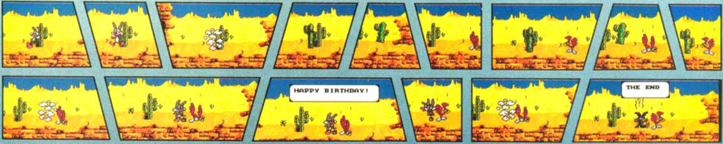
## GET ON SOMEONE'S GOOD SIDE

Why would you want to make an animation for your parents? Well let's say you and your siblings have been goofing off and getting in trouble. Why not let Babs and Buster give your apologies? Here, first Buster takes a tumble, and then squirts Babs in the face. They then make up and her heart shows that all is forgiven. Finally, it's time to turn that sweet charm on for Mom and Dad.


ALOHA!
OH, CAN WE TALK?
I LOVE YOU MOM!
I LOVE YOU DAD!

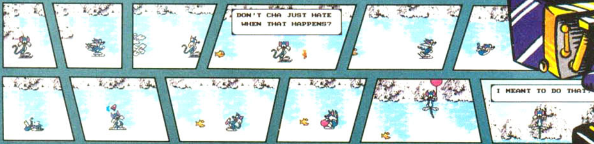
## A NEW WAY TO SAY "HAPPY BIRTHDAY!"

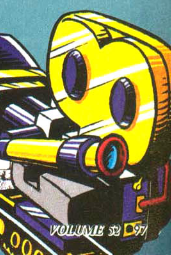
Send a friend a videotape of one of your favorite animated creations and incorporate a "Happy Birthday" message into it. In this fun animation, Calamity Coyote transforms into a cactus and sneaks up on Little Beeper. He intends to explode a Happy Birthday message onto the little Roadrunner, but ends up burning himself.

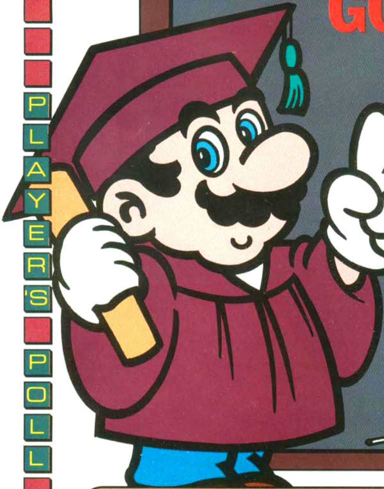

HAPPY BIRTHDAY!
THE END

## BE WACKY, BE WILD, BE DIFFERENT!

With all the options that Konami's Cartoon Workshop presents, you can have hours upon hours of endless fun. When you become an expert at editing, you can thrill your friends and family with award-winning animations.


DON'T CHA JUST HATE WHEN THAT HAPPENS?
I MEANT TO DO THAT





# GO BACK TO

## GRAND PRIZE:

## A $5,0

## SCHOLARSHIP

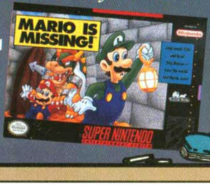
FINANCE YOUR OWN EDUCATION
DEPOSIT THAT WILL BE WORTH

GET A JUMP ON GEOGRAPHY.
*MARIO IS MISSING* GAME AND
THE GLOBE. FOR THE NES OR
THE SOFTWARE TOOLWORKS.

## SECOND PRIZE: 10 WINNERS

### DON'T KNOW MUCH ABOUT GEOGRAPHY?

You will when you've played Mario is Missing. the Edutainment game from The Software Toolworks that takes you all over the world looking for Mario.



Learn your way around the world playing Mario is Missing for either the NES or Super NES.

SUPER NINTENDO

Start the year with an assortment of Mario school supplies.

# PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

**A. Which of these Super NES games do you own?**
1. F-Zero
2. Final Fantasy II
3. The Legend of Zelda: A Link to the Past
4. The Magical Quest Starring Mickey Mouse
5. Mario Paint
6. Star Fox
7. Street Fighter II Turbo
8. Street Fighter II: The World Warrior
9. Super Mario Kart
10. Super Star Wars

**B. Did you participate in the Super Star Fox Weekend Competition at your local store?**
1. Yes
2. No, I missed it.

**C. How often do you play your original NES system?**
1. More than once a day.
2. Once a day.
3. A few times a week.
4. A few times a month.
5. I hardly ever play it anymore.

**D. How old are you?**
1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

**E. Sex**
1. Male
2. Female

**F. Please indicate, in order of preference, your five favorite Super NES games.**

**G. Please indicate, in order of preference, your five favorite Game Boy games.**

**H. Please indicate, in order of preference, your five favorite NES games.**

**I. Trivia Test: What is the name of Felix the Cat's girlfriend?**

## Answers to the Player's Poll - Volume 52

Name ____________________ Tel. ____________

Address ____________________________

City ____________ State/Prov. ____________ Zip/Postal ____________

Membership Number ____________________ Age ____________

**Please answer by circling the numbers that correspond to the survey questions above.**

**A.** 1 2 3 4 5 6 7 8 9 10

**B.** 1 2

**C.** 1 2 3 4 5

**D.** 1 2 3 4 5 6

**E.** 1 2

**F.** Indicate numbers from 1- 85 (from the list on the back of the card) 1. ____ 2. ____ 3. ____ 4. ____ 5. ____

**G.** Indicate numbers 86- 150 (from the list on the back of the card) 1. ____ 2. ____ 3. ____ 4. ____ 5. ____

**H.** Indicate numbers 151- 221 (from the list on the back of the card) 1. ____ 2. ____ 3. ____ 4. ____ 5. ____

**I.** Trivia Answer: ____________________________

## PLUS... GET POWER TO BURN WITH BACK ISSUES AND TIP BOOKS!

**Did you know that you can get back issues of Nintendo Power? Or special Tip Books designed to make you a Power Animal? Well, you can! Just fill out the other side of this card.**

**So what are you waiting for? Fill it out. Detach it. Mail it. Here's the address:**

**Nintendo Power Magazine,**
**P.O. Box 97032**
**Redmond, WA 98073-9732**

## Super NES Games

1. ActRaiser
2. The Addams Family
3. Aero the Acrobat
4. Alien$^3$
5. Aliens vs. Predator
6. Batman Returns
7. Battletoads in Battlemaniacs
8. B.O.B.
9. Bubsy in Claws Encounters of the Furred Kind
10. Bulls vs. Blazers and the NBA Playoffs
11. Contra III: The Alien Wars
12. Cybernator
13. Desert Strike
14. Equinox
15. E.V.O.: The Search for Eden
16. Family Dog
17. Family Feud
18. Final Fantasy II
19. Final Fantasy Mystic Quest
20. Final Fight
21. Final Fight 2
22. F-Zero
23. Goof Troop
24. Hit the Ice
25. Home Alone
26. Inindo: Way of the Ninja
27. Jimmy Connors' Pro Tennis Tour
28. John Madden's Football '93
29. King of the Monsters
30. The Legend of Zelda: A Link to the Past
31. Lord of the Rings
32. The Lost Vikings
33. The Magical Quest Starring Mickey Mouse
34. Mario All-Stars
35. Mario's Missing
36. Mario Paint
37. Mech Warrior
38. Monopoly
39. NBA All-Star Challenge
40. NCAA Basketball
41. NFL Football
42. NHLPA Hockey '93
43. Nigel Mansell's World Championship
44. Pilotwings
45. Pocky & Rocky
46. Road Runner's Death Valley Rally
47. Rock 'N Roll Racing
48. Rocky & Bullwinkle
49. Run Saber
50. The Seventh Saga
51. Shadowrun
52. Shanghai II
53. SimCity
54. SimEarth
55. SimAnt
56. The Simpsons: Bart's Nightmare
57. Soul Blazer
58. Spider-Man and the X-Men in Arcade's Revenge
59. Star Fox
60. Street Fighter II Turbo
61. Street Fighter II: The World Warrior
62. Super Castlevania IV
63. Super Conflict
64. Super Empire Strikes Back
65. Super High Impact
66. Super Mario Kart
67. Super Mario World
68. Super NBA Basketball
69. Super Slam Dunk
70. Super Smash TV
71. Super Star Wars
72. Super Strike Eagle
73. Super Turrican
74. T2: Judgment Day
75. Taz-mania
76. Tiny Toon Adventures — Buster Busts Loose
77. TMNT IV: Turtles in Time
78. Top Gear
79. Troddlers
80. Utopia
81. Vegas Stakes
82. Where in the World is Carmen Sandiego?
83. WWF Royal Rumble
84. Yoshi's Cookie
85. Zombies Ate My Neighbors

## Game Boy Games

86. 4-in-1 Funpak Vol. II
87. Adventure Island II
88. Alien$^3$
89. Altered Space
90. Baseball
91. Batman: Return of the Joker
92. Battletoads
93. Battletoads in Ragnarok's World
94. Bonk's Adventure
95. Bionic Commando
96. Bubble Bobble 2
97. Caesars Palace
98. Castlevania II: Belmont's Revenge
99. Darkwing Duck
100. Double Dragon II
101. Double Dragon III
102. Dr. Mario
103. F-1 Race
104. Faceball 2000
105. Felix the Cat
106. Final Fantasy Adventure
107. Final Fantasy Legend
108. Final Fantasy Legend II
109. Final Fantasy Legend III
110. Gargoyle's Quest II
111. Golf
112. Home Alone
113. Home Alone 2
114. Kid Icarus
115. Kirby's Dreamland
116. The Legend of Zelda: Link's Awakening
117. The Legend of Zod
118. Looney Tunes
119. Mega Man in Dr. Wily's Revenge
120. Mega Man II
121. Mega Man III
122. Metriod II: Return of Samus
123. Monopoly
124. NBA Challenge 2
125. Operation C
126. Pac-Man
127. Paperboy
128. Pinball Dreams
129. Prince of Persia
130. The Ren & Stimpy Show
131. The Simpsons: Escape from Camp Deadly
132. Speedy Gonzalez
133. Spider-Man 2
134. Super Mario Land
135. Super Mario Land 2 — 6 Golden Coins
136. Super R.C. Pro-Am
137. Star Trek: The Next Generation
138. T2: The Arcade Game
139. Tecmo Bowl
140. Tetris
141. Tiny Toon Adventures
142. Titus the Fox
143. TMNT: Back from the Sewers
144. TMNT: The Fall of the Foot Clan
145. Raging Fighter
146. Ultima—Runes of Virtue
147. Wheel of Fortune
148. Yoshi
149. Yoshi's Cookie
150. Zen Intergalatic Ninja

## NES GAMES

151. The Addams Family: Pugsley's Scavenger Hunt
152. Adventure Island II
153. Adventure Island III
154. Adventures of Lolo 3
155. Baseball Stars
156. Batman Returns
157. Battletoads
158. Battletoads and Double Dragon
159. Blades of Steel
160. Bubble Bobble 2
161. Caesars Palace
162. Casino Kid 2
163. Castlevania II — Simon's Quest
164. Castlevania III — Dracula's Curse
165. Crystalis
166. Darkwing Duck
167. Disney's Duck Tales
168. Disney's Duck Tales 2
169. Double Dragon II
170. Double Dragon III
171. Dragon Warrior
172. Dragon Warrior II
173. Dragon Warrior III
174. Dragon Warrior IV
175. Dr. Mario
176. Final Fantasy
177. Ice Challenge
178. Incredible Crash Test Dummies
179. Indiana Jones & the Last Crusade
180. Jurassic Park
181. Kirby's Adventure
182. The Legend of Zelda
183. Little Nemo the Dreammaster
184. Maniac Mansion
185. Mega Man
186. Mega Man II
187. Mega Man III
188. Mega Man IV
189. Mega Man V
190. Metroid
191. Mighty Final Fight
192. Monopoly
193. NES Play Action Football
194. NES Open Tournament Golf
195. Ninja Gaiden 2
196. Ninja Gaiden 3
197. The Simpsons: Bart Meets Radioactive Man
198. The Simpsons: Bart vs. the Space Mutants
199. The Simpsons: Bart vs. the World
200. StarTropics
201. Star Wars
202. Super Mario Bros.
203. Super Mario Bros. 2
204. Super Mario Bros. 3
205. Super Off Road
206. Super Turrican
207. Taz-Mania
208. Teenage Mutant Ninja Turtles
209. Tecmo Bowl
210. Tecmo NBA Basketball
211. Tecmo Super Bowl
212. Tetris
213. Tiny Toon Adventures
214. Tiny Toons Cartoon Workshop
215. TMNT II: The Arcade Game
216. TMNT III: The Manhattan Project
217. Vegas Dream
218. Yoshi
219. Yoshi's Cookie
220. Zelda II: The Adventure of Link
221. Zen Intergalactic Ninja

Place
Stamp
Here

**Nintendo Power**
P.O. BOX 97062
Redmond, WA 98073-9762

## BACK ISSUE / TIP BOOK ORDER FORM

**If you missed these classic Nintendo Power issues, don't miss out now! Prices listed include the cover price plus the cost of shipping and handling.**

Name ____________________

Address ____________________

City ____________ State/ Prov. ________ Zip/Postal ________

( ) Phone ____________ Membership No. ____________

**Please check method of payment:**

☐ Check or Money Order (Payable to Nintendo) ☐ MasterCard ☐ Visa

Credit Card Number ____________ Expiration Date ________

Cardholder's Signature ____________ ( ) Telephone No. ____________

Cardholder's Name ____________________

| Item | Quantity (Limit 5 of each issue) | Issue | U.S. Price | Canadian Price | Total Amount |
|---|---|---|---|---|---|
| #24604 | ________ | Volume 36 (May '92) | $4.50 | $6.00 | $ ________ |
| #24606 | ________ | Volume 37 (June '92) | $4.50 | $6.00 | $ ________ |
| #24608 | ________ | Volume 38 (July '92) | $4.50 | $6.00 | $ ________ |
| #24610 | ________ | Volume 39 (Aug. '92) | $4.50 | $6.00 | $ ________ |
| #24612 | ________ | Volume 40 (Sept. '92) | $4.50 | $6.00 | $ ________ |
| #24725 | ________ | Volume 41 (Oct. '92) | $4.50 | $6.00 | $ ________ |
| #24726 | ________ | Volume 42 (Nov. '92) | $4.50 | $6.00 | $ ________ |
| #24727 | ________ | Volume 43 (Dec. '92) | $4.50 | $6.00 | $ ________ |
| #26211 | ________ | Volume 44 (Jan. '93) | $4.50 | $6.00 | $ ________ |
| #26212 | ________ | Volume 45 (Feb. '93) | $4.50 | $6.00 | $ ________ |
| #26213 | ________ | Volume 46 (Mar. '93) | $4.50 | $6.00 | $ ________ |
| #26214 | ________ | Volume 47 (Apr. '93) | $4.50 | $6.00 | $ ________ |
| #26215 | ________ | Volume 48 (May '93) | $4.50 | $6.00 | $ ________ |
| #26216 | ________ | Volume 49 (June '93) | $4.50 | $6.00 | $ ________ |
| #26217 | ________ | Volume 50 (July '93) | $4.50 | $6.00 | $ ________ |
| #26218 | ________ | Volume 51 (Aug '93) | $4.50 | $6.00 | $ ________ |
| #20685 | ________ | Set (Vol. 1-6) | $24.00 | $26.00 | $ ________ |
| #22741 | ________ | Set (Vol. 7-12) | $24.00 | $26.00 | $ ________ |
| #24949 | ________ | Set (Vol. 13-19) | $24.00 | $26.00 | $ ________ |
| #26641 | ________ | Set (Vol. 20-25) | $24.00 | $26.00 | $ ________ |
| #27127 | ________ | Set (Vol. 26-31) | $24.00 | $26.00 | $ ________ |
| | | **Strategy Guides** | | | |
| #19687 | ________ | Super Mario Bros. 3 (Vol. 13) | $4.50 | $6.00 | $ ________ |
| #20683 | ________ | Ninja Gaiden II (Vol. 15) | $4.50 | $6.00 | $ ________ |
| #21121 | ________ | Final Fantasy (Vol. 17) | $4.50 | $6.00 | $ ________ |
| #21175 | ________ | 4-Player Extra (Vol. 19) | $4.50 | $6.00 | $ ________ |
| | | **Tip Books** | | | |
| #6979 | ________ | The Legend of Zelda: Tips and Tactics | $4.95 | $6.00 | $ ________ |
| #4405 | ________ | How to Win at Super Mario Bros. | $4.95 | $6.00 | $ ________ |
| | | **Players' Guides** | | | |
| #22403 | ________ | NES Game Atlas | $18.00 | $25.50 | $ ________ |
| #22404 | ________ | Game Boy | $18.00 | $25.50 | $ ________ |
| #23247 | ________ | Mario Mania | $18.00 | $25.50 | $ ________ |
| #24330 | ________ | Super NES | $18.00 | $25.50 | $ ________ |
| #25013 | ________ | Zelda - A Link to the Past | $18.00 | $25.50 | $ ________ |
| #25956 | ________ | Top Secret Passwords | $18.00 | $25.50 | $ ________ |
| #27919 | ________ | Mario Paint | $13.00 | $17.50 | $ ________ |

Washington State residents add 8.2% sales tax (multiply subtotal by .082). Offer valid while supplies last! Allow six to eight weeks for delivery. Enclose this card along with your payment or credit card information in a stamped envelope and mail them to this address:: Nintendo Power Magazine, P.O. Box 97032, Redmond, WA 98073-9732

Subtotal $ ________

Sales Tax $ ________

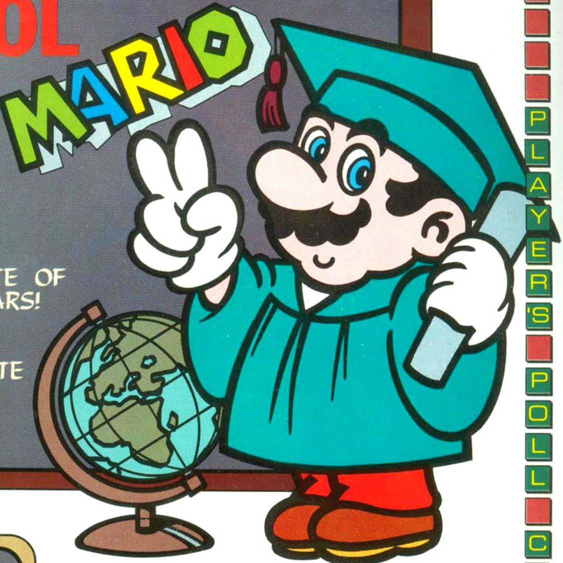
Total $ ________

# SCHOOL WITH MARIO
# 00 FUND!

--WIN A CERTIFICATE OF
$5,000 IN FIVE YEARS!

PLAY YOUR OWN
LEARN TO NAVIGATE
SUPER NES FROM

THE SOFTWARE TOOLWORKS



## THIRD PRIZE: 50 WINNERS

Go back to school in style sporting a Nintendo Power T.

## OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 52, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 52
P.O. BOX 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than October 1, 1993. We are not responsible for lost or misdirected mail.

On or about October 15, 1993, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Prizes are limited to one per household.

Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 61:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after October 31, 1993, send your request to the address above.

GRAND PRIZE: The Grand Prize Winner will receive a certificate of deposit that will mature at $5,000 in five years and a Mario is Missing video game for the Nintendo system of the winner's choice. If the winner is under 18, the bond will be issued in the name of a designated parent/legal guardian in trust for the winner. Estimated value of the Grand Prize is $3,940. This contest is not open to employees of Nintendo of America Inc., its affiliates, agencies or immediate familes. Void where prohibited by law. Subject to all federal, state and local laws and regulations.

# NOW PLAYING

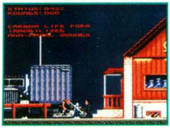
SEPTEMBER
1993

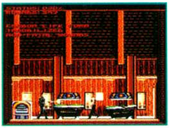
## LOOK FOR THESE RELEASES SOON

## TERMINATOR 2: THE MOVIE

| | |
|---|---|
| Company | Acclaim |
| Suggested Retail Price | $59.95 |
| Release Date | September 1993 |
| Memory Size | 8 Megabits |
| Game Type | One-player action |

The Terminator must find John Connor and protect him from the new and improved threat of the metalmorph T2, which has been sent from the future to destroy Connor. If you've seen the movie, you'll recognize most of the stages in this game as they closely follow the movie's plot. You'll find an arsenal of weapons along the way and undertake separate missions that include driving a motorcycle and other vehicles. Throughout the game, vital computer messages appear on the screen just as they did in the movie, but some of the messages aren't important, so you must decide what's important and what's not. There are eight levels of non-stop action with a number of objectives in each. To move ahead in the game, you must complete your mission. John and Sarah also enter the game, and you must protect them as best you can.





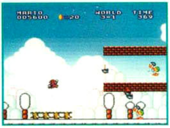
+ The stages of the game closely follow the scenes in the movie. There is a good variety of play situations including driving stages.

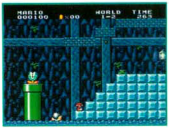
− Text messages are often difficult to read. Play control is awkward in certain stages. There's virtually no way to avoid taking hits in the side-scrolling action scenes. Finding and collecting items can be difficult and frustrating. Some of the high challenge level is due to the difficulties noted above.

## SUPER MARIO ALL-STARS

| | |
|---|---|
| Company | Nintendo |
| Suggested Retail Price | $59.95 |
| Release Date | August 1993 |
| Memory Size | 16 Megabits |
| Game Type | Four classic Super Mario Bros. games for one or two players alternating turns |

Some games don't get older, they just get better. That's certainly the case with the four games in Super Mario All-Stars. These games include Super Mario Bros., SMB 2, SMB 3, and The Lost Levels (a super challenging variation of Super Mario Bros. that only appeared in Japan.) The four games have been recreated as 16 bit titles.Take a closer look at The Lost Levels in this month's review.





+ Excellent graphics and classic Super Mario Bros. action. The battery backed-up memory lets you save your progress, which means players who never finished these games in the past have a good chance to succeed now. The Lost Levels presents a true action challenge.

− Other than the face-lift, the only new element is The Lost Levels and the Battery Save feature.

## FAMILY FEUD

| | |
|---|---|
| Company | Gametek |
| Suggested Retail Price | Not Available |
| Release Date | September 1993 |
| Memory Size | 4 Megabits |
| Game Type | Television quiz game show |

Gametek's latest television game show turned Super NES video game asks the question, do you think like other people? The idea behind Family Feud is simple and fun. To score points, you have to fill in the blank word or phrase the way the majority of people would fill them in. For instance, 99% of people would say Nintendo Power if asked to name a video game magazine.

FAMILY FEUD

POWERS
ENTER CODE
RETURN CHAMPS?
A B C D E F G H I J K L M
0 1 2 3 4 5 6 7 8 9 - END

+ Easy to play with lots of questions so you'll seldom find repetitions. This is a great party game, because as many players as you want can join in the fun.

− The graphics and sound don't add much to the excitement. The video families don't really have personality.

## WING COMMANDER: THE SECRET MISSIONS

| | |
|---|---|
| **Company** | **Mindscape** |
| **Suggested Retail Price** | **$64.95** |
| **Release Date** | **September 1993** |
| **Memory Size** | **8 Megabits** |
| **Game Type** | **Space flight combat simulation and strategy** |

Fans of the original Wing Commander won't be disappointed by this second set of missions from Mindscape. The Kilrathi forces are in retreat throughout human space, but they have one trick left up their sleeves. A doomsday gravity bomb has been developed and deployed to the planet of Goddard II. There, the crew of the Tiger Claw and the fighter pilots who have been fighting the invaders must make their final stand. Like Wing Commander, The Secret Missions is much more than a space shooter. Excellent cinema scenes relate an epic sci-fi tale between battles. The mission briefings and options aboard the Tiger Claw will be familiar to Wing Commander vets, but the missions are all new and more complex than ever. Control of the fighters is essentially the same as in the first game, but there are two levels of difficulty–Rookie and Ace. Once you've settled in at the relatively easy Rookie level, you're ready for anything the Kilrathi can throw at you, and they can throw a lot. There are 16 new missions plus new ships.

MISSION FLIGHT PAT

Several hours ago, we received an emergency communication...

+ Excellent graphics, control and story make this one of the premier space combat games. Two levels of difficulty and a password save option make this game accessible to all players who are willing to spend some time learning the intricacies of the game. It's worth the effort.

− Many control functions are quite complex and take a lot of practice to memorize.

## ROCK 'N ROLL RACING

| | |
|---|---|
| **Company** | **Interplay** |
| **Suggested Retail Price** | **Not Available** |
| **Release Date** | **September 1993** |
| **Memory Size** | **8 Megabits** |
| **Game Type** | **Futuristic battle racing for two players** |

Interplay could have called this game Soundtracks. The sound is what attracts players first–we're talking classic, driving rock and roll like Born To Be Wild and Highway Star–but soon the game itself catches the imagination. You can catch hold of the fun, too, in this month's Power review.

+ The best rock soundtrack available on the Super NES adds energy and fun to the game. Good car control, cool cars, some interesting track variations and plenty of customizing options. An excellent two-player, split screen game.

− Only five songs in the game, which can get old after awhile. More track variety and A.I. for computer drivers would give the game more depth.

## SUPER OFF-ROAD: THE BAJA

| | |
|---|---|
| **Company** | **Tradewest** |
| **Suggested Retail Price** | **Not Available** |
| **Release Date** | **September 1993** |
| **Memory Size** | **8 Megabits** |
| **Game Type** | **Off-road 4x4 racing** |

Tradewest puts the player into the action in this sequel to Super Off-Road. No longer in the stadium, you'll be part of the roughest auto endurance test in the world, the Baja 1,000–that's 1,000 punishing miles of desert track. As your truck careens over the 3-D terrain, you'll wonder if it is simulated or real! Your 4x4 isn't limited to racing on one track, either. You can take side tracks, hoping to leap ahead of the leaders with a spurt of nitro boosted power. Collect money for winning different legs of the race, then build up your truck and head back to the dust.

START ENSENADA 500

LEG 1: SAN FELIPE
WATCH YOUR 'DISTANCE' AND 'DAMAGE' GAUGES. FINISH EACH LEG BEFORE YOU BREAK DOWN.

DISTANCE
DAMAGE
1:16

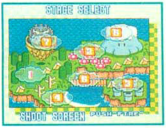
+ The new, behind-the-truck view improves both the play and realism of the game over the original Super Off-Road. Great graphics.

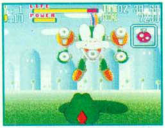
− There's not enough penalty in time or money for smashing into ATVs and other obstacles. The desert courses don't vary substantially in character, so although the endurance factor is high, as it should be, the depth of play is not what it could be.

## YOSHI'S SAFARI

| | |
|---|---|
| **Company** | Nintendo |
| **Suggested Retail Price** | $39.95 |
| **Release Date** | September 1993 |
| **Memory Size** | 8 Megabits |
| **Game Type** | Superscope running and shooting |

Hop aboard Yoshi for the strangest safari on video! Riding dino-back, you'll aim your Super Scope at an assortment of baddies that appear in front of you in a Mario Kart-like view. Use the Scope to blast the critters, but also to steer. If you plug Yoshi, he'll give you a look that seems to say, "Watch it, buster!" At the end of each safari leg, you'll face a particularly nasty surprise in the form of a big bad boss. In the two-player option, Player-Two can control basic direction, speed and jumping using the Controller.





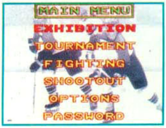
+ Yoshi fans will eat up the unique experience of riding their green friend. Fun graphics give this game a lot of character. Two-player cooperative play is fun and especially good for very young players.

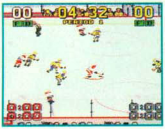
− Younger players will probably find the challenge level just right, but experienced gamers might want a little more action. There's not much variety of play.

## SUPER SLAP SHOT

| | |
|---|---|
| **Company** | Virgin Games |
| **Suggested Retail Price** | Not Available |
| **Release Date** | September 1993 |
| **Memory Size** | 4 Megabits |
| **Game Type** | Ice hockey |

Virgin Games takes to the ice with Super Slap Shot for the Super NES. This hockey game features 32 national and city teams rather than NHL franchise teams. You can play a tournament or a single exhibition game against a human or computer opponent. Fighting options let you duke it out on the ice, but you may have to spend time in the penalty box. Referees can range anywhere between being blind or tough–it's up to you. You also get to adjust the strength of your team between shooting, power, passing, speed, defense and goalie.





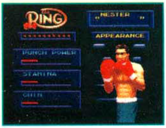
+ The custom team option lets you create the strengths of your favorite team.

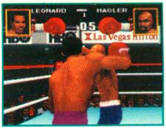
− The side perspective shows the action only around the puck so it is easy to lose track of players elsewhere on the ice. The practice modes don't really help.

## LEGENDS OF THE RING

| | |
|---|---|
| **Company** | Electro Brain |
| **Suggested Retail Price** | Not Available |
| **Release Date** | September 1993 |
| **Memory Size** | 8 Megabits |
| **Game Type** | Boxing |

Legends of the Ring goes beyond ringside to inside the ring. You can create your own boxer or use one of the greatest middleweights of all time. Eight outstanding fighters, each with his own strengths as identified by Ring magazine were included in this game. Lots of options and realism make it a standout. Turn to this month's Sports Scene for a closer look at the Legends.





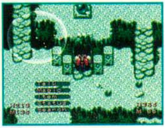
+ Excellent graphics and options. Good punching control.

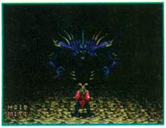
− The close-up view prevents much feeling of motion within the ring, so the strategy of dancing around one's opponent is lost.

## THE SEVENTH SAGA

| | |
|---|---|
| **Company** | Enix |
| **Suggested Retail Price** | Not Available |
| **Release Date** | August 1993 |
| **Memory Size** | 12 Megabits |
| **Game Type** | Fantasy RPG with battery backed up memory |

You must seek the crystals and defeat the forces of Chaos at the bidding of the king while other adventurers vie for the prize. Role-playing gamers will fill up their calendars once they start playing Enix's latest epic. Command parties of four characters through a sprawling land that practically crawls with enemies. Animated battle scenes use a realistic 3-D perspective. Explore The Seventh Saga in this month's review.





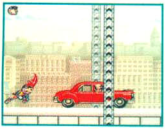
+ Excellent battle scenes. Easy-to-use battle controls. Monster radar on the overworld view to help you evade danger. Good story and depth of play.

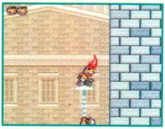
− Some of the clues are not very helpful and can lead you to waste time and resources. The text translation could have been better.

## ROCKY RODENT

| | |
|---|---|
| **Company** | Irem |
| **Suggested Retail Price** | $59.95 |
| **Release Date** | September 1993 |
| **Memory Size** | 8 Megabits |
| **Game Type** | Side-scrolling action |

Rocky Rodent, whose motto is "dine and dash," has been kicked out of more restaurants than he can count, but now he has the chance to a free lunch for the rest of his life. The only catch is that he must save the daughter of the restaurant owner from the clutches of Mafia heavy, Don Garcia. Rocky sets off through the city, using a spike of hair to flip himself from ledge to ledge and to defeat enemies. In some stages, Rocky must race ahead, leaping over cars filled with enemies for a completely different game experience.





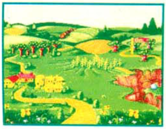
**+** The graphics are quite good, but a little bit unusual in that the buildings and vehicles seem to be taken from the 1940s. Rocky is easy to control, and much of the game is a breeze, but some areas are quite challenging.

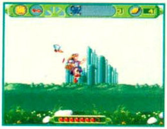
**−** What is Rocky? A mole? A rat? There may not be enough consistent challenge for expert players.

## WIZARD OF OZ

**Company** .......... **Seta**
**Suggested Retail Price** .......... **$59.95**
**Release Date** .......... **September 1993**
**Memory Size** .......... **8 Megabits**
**Game Type** .......... **Side-scrolling action with puzzles**

Dorothy is off to see the Wizard, and along the way she'll meet the Scarecrow, the Tin Man and the Cowardly Lion. Seta has brought the movie classic to life in a richly painted action game with some unique bonus and puzzle areas. As you follow the yellow brick road, you'll collect tickets that allow you to enter the Emerald City. You'll also rescue your companions and discover special items. Between side-scrolling levels, you are shown an overworld map of the four territories of Oz. Here you can choose to proceed toward the Emerald City or to return to one of the areas you previously visited where new items may appear. There are warp zones, mazes and hidden areas you can reach although they are not visible from the regular view. Once Dorothy has rescued a companion, that companion can become your action character. Each character has his or her own special moves and set of useful items. Dorothy's little dog Toto even gets into the act in puzzle stages. Jumping from one letter tile to another, Toto must spell out some signature phrase from the movie–a sort of trivia puzzle. Perhaps the most suggestive element from the movie is the music. Four of the classic songs, including "Follow The Yellow Brick Road" and "If I Only Had A Brain," have been used as background music.





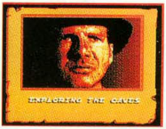
**+** Rich graphics and a wonderful musical score set the Wizard of Oz scene. The action is often quite challenging and there is a ton of hidden items and areas to discover. Clever puzzles add to the variety of play.

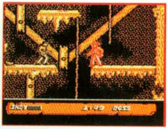
**−** Hit detection is a bit off, making some moves awkward or difficult. The top status bar, although it can be turned off, often blocks the view of enemies or items.

## INDIANA JONES AND THE LAST CRUSADE

**Company** .......... **Ubi Soft**
**Suggested Retail Price** .......... **$34.95**
**Release Date** .......... **September 1993**
**Memory Size** .......... **1 Megabit**
**Game Type** .......... **Action**

Indy's greatest adventure comes to the NES thanks to Ubi Soft in this six stage action game. From the discovery of the Cross of Coronado as a young man to the three trials in the Grail Temple, you'll experience Indy's whip-cracking style of archaeology. Other stages include the circus train full of dangerous animals, the Catacombs of Venice, Brunwald Castle, and the Airship.





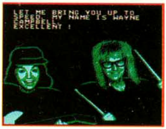
**+** The variety of action and the Timer combine to make this game fairly challenging. The music and choice of scenes recreate some of the feel of the movie.

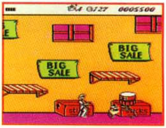
**−** The character graphics are not very impressive, but the animation is quite good for the NES.

## WAYNE'S WORLD

**Company** .......... **T*HQ**
**Suggested Retail Price** .......... **$49.99**
**Release Date** .......... **September 1993**
**Memory Size** .......... **2 Megabits**
**Game Type** .......... **Movie action for one player**

Wayne just wants to do his TV show, but everyone seems to want to stop him. In this NES action game from T*HQ, you play with both Wayne and Garth through a variety of action and bonus stages. Wayne's talent is fighting in a martial arts style while Garth uses a squirt gun to vanquish some seriously weird foes like evil saxaphones. The action begins at the music store and continues through four other areas from the movie.


LET ME BRING YOU UP TO SPEED. MY NAME IS WAYNE CAMPBELL. EXCELLENT !



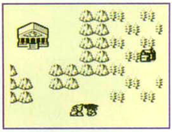
**+** Good music in some stages. Lots of Power-Ups make it easy to progress.

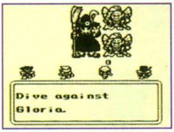
**−** Very little challenge. Oogy graphics.

# FINAL FANTASY LEGEND III

**Company** .......... Square Soft
**Suggested Retail Price** .......... $39.99
**Release Date** .......... September 1993
**Memory Size** .......... 2 Megabits
**Game Type** .......... Fantasy RPG

The epic continues in this sprawling RPG fantasy/sci fi adventure from Square. After an ancient battle, pieces of an incredible ship that could warp through time and space were scattered throughout the world. Now it is your job to rebuild the Eonis and destroy a new threat that has appeared from the Pureland dimension. As always in FFL adventures, you'll have a wide world to explore full of magic, weapons, companions, villages and, of course, a vast array of enemies. Nintendo Power's review this month will show you the way to glory in the best Final Fantasy Legend tradition.





Dive against Gloria.

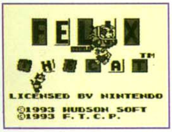
+ Excellent game depth with good graphics for a Game Boy RPG.

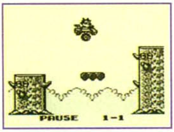
− Don't expect anything new in this game. Although the story is fairly complex, the theme and play might be overly familiar to veteran FFL players.

# FELIX THE CAT

**Company** .......... Hudson Soft
**Suggested Retail Price** .......... $29.95
**Release Date** .......... September 1993
**Memory Size** .......... 1 Megabit
**Game Type** .......... Comic action

Felix the wonderful cat is back in a game that is virtually identical to the NES original. Felix must use his Magic Bag-ful of tricks to Power-Up and scamper through danger-filled levels. The side-scrolling stages include areas where Felix must fly, swim, run and jump. The assortment of vehicles is just as broad and fun as in the NES game. This month's Power review lets the cat out of the bag.





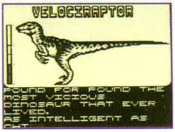
+ The graphics ported well to the Game Boy. Play control and challenge lost nothing in the switch from NES.

− It would have been nice to have something new from the original game.

# JURASSIC PARK

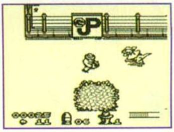
**Company** .......... Ocean
**Suggested Retail Price** .......... $39.95
**Release Date** .......... August 1993
**Memory Size** .......... 2 Megabits
**Game Type** .......... Overhead view action

Welcome to the most incredible theme park in history. Last summer's block buster becomes an engaging Game Boy title with few differences from the NES version of the game. This overhead view game takes you through the park as Dr. Grant on various missions. The dinosaurs are loose, though, and that's what makes it a challenge. While avoiding becoming dinosaur chow, you'll collect the access cards that will let you enter the buildings. Help from computer consoles is always near at hand. In addition to the game play, this Pak contains a mini-library of six of the main dinosaurs that appeared in the movie.



VELOCIRAPTOR

POUND FOR POUND THE MOST VICIOUS DINOSAUR THAT EVER LIVED.
AS INTELLIGENT AS



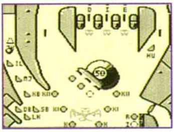
+ Good graphics and fun game play. You really get a sense of the movie danger.

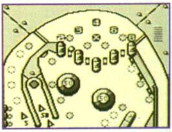
− Aiming can be awkward because the gun is offset on your shoulder and doesn't shoot straight in front of you.

# PINBALL DREAMS

**Company** .......... Gametek
**Suggested Retail Price** .......... Not Available
**Release Date** .......... September 1993
**Memory Size** .......... 1 Megabit
**Game Type** .......... Three-in-one pinball games

Three simple but fun pinball games have been bundled into one Game Pak to form Gametek's Pinball Dreams. The action feels very much like real pinball, right down to the jiggle control that can tilt the game. You might become a Pinball Dream wizard by studying the review in this issue.





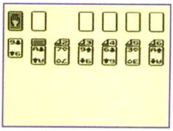
+ True pinball feel. Three different games with their own scoring and bonus areas for extra challenge.

− The fun bells and whistles often found on real pinball machines just aren't to be found here.

## 4-IN-1 FUN PACK

Company ................ Interplay
Suggested Retail Price ................ Not Available
Release Date ................ August 1993
Memory Size ................ 1 Megabit
Game Type ................ Four classic games in one Game Boy Pak

One or two players (with either Game Boy or Game Linked) can play Solitaire, Dominoes, Cribbage or Yacht (a dice rolling game) in this collection of classics. Each of the games reproduces the original game in an easy to play format, and there's no setup or shuffling involved! This game is ideal for traveling where the compact nature of Game Boy really shines.



+ Four interesting games in a very usable format.

− Because the rules to Cribbage, Dominoes and Yacht are not at all intuitive. Players may have to study the manual to get started.

| SUPER NES TITLE | COMPANY | PLAY INFO | POWER METER RATINGS | | | | GAME TYPE |
|---|---|---|---|---|---|---|---|
| | | | G | P | C | T | |
| FAMILY FEUD | GAMETEK | 2P-S/PASS | 2.9 | 3.6 | 3.3 | 3.5 | TV GAME SHOW |
| LEGENDS OF THE RING | ELECTRO BRAIN | 2P-S/PASS | 3.8 | 3.7 | 4.0 | 4.3 | BOXING |
| ROCK 'N ROLL RACING | INTERPLAY | 2P-S/PASS | 4.3 | 3.6 | 3.5 | 3.7 | RACING |
| ROCKY RODENT | IREM | 1P | 3.3 | 3.3 | 3.0 | 3.0 | ACTION |
| THE SEVENTH SAGA | ENIX | 1P/BATT | 3.7 | 2.8 | 4.0 | 3.9 | RPG |
| SUPER MARIO ALL-STARS | NINTENDO | 2P-A/BATT | 3.9 | 4.2 | 4.1 | 4.1 | ACTION |
| SUPER OFF-ROAD: THE BAJA | TRADEWEST | 2P-A/PASS | 3.4 | 3.6 | 3.4 | 3.5 | RACING |
| SUPER SLAP SHOT | VIRGIN | 2P-S | 3.1 | 2.9 | 3.0 | 2.9 | HOCKEY |
| TERMINATOR 2: THE MOVIE | ACCLAIM | 1P | 2.8 | 2.1 | 2.6 | 2.9 | ACTION |
| WING COMMANDER: THE SECRET MISSIONS | MINDSCAPE | 1P/PASS | 4.0 | 3.0 | 3.8 | 3.8 | SPACE COMBAT |
| WIZARD OF OZ | SETA | 1P/PASS | 3.1 | 2.9 | 2.6 | 3.2 | ACTION |
| YOSHI'S SAFARI | NINTENDO | 2P-S | 3.5 | 4.0 | 3.5 | 4.0 | SUPERSCOPE |

| NES TITLE | COMPANY | PLAY INFO | POWER METER RATINGS | | | | GAME TYPE |
|---|---|---|---|---|---|---|---|
| | | | G | P | C | T | |
| INDIANA JONES & THE LAST CRUSADE | UBI SOFT | 1P/PASS | 3.0 | 3.0 | 3.2 | 3.3 | ACTION |
| WAYNE'S WORLD | T*HQ | 1P | 3.0 | 2.5 | 2.5 | 3.0 | ACTION |

| GAME BOY TITLE | COMPANY | PLAY INFO | POWER METER RATINGS | | | | GAME TYPE |
|---|---|---|---|---|---|---|---|
| | | | G | P | C | T | |
| FELIX THE CAT | HUDSON SOFT | 1P | 3.4 | 3.8 | 2.9 | 3.3 | ACTION |
| FINAL FANTASY LEGEND III | SQUARE SOFT | 1P/BATT | 3.4 | 3.8 | 2.9 | 3.3 | RPG |
| 4-IN-1 FUN PACK | INTERPLAY | 2P-S | 2.8 | 3.2 | 3.1 | 3.4 | STRATEGY |
| JURASSIC PARK | OCEAN | 1P | 3.2 | 3.0 | 3.3 | 3.8 | ADVENTURE |
| PINBALL DREAMS | GAMETEK | 1P | 3.0 | 3.8 | 3.4 | 3.1 | PINBALL |

## CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

### PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

**#P = NUMBER OF PLAYERS**
**S = SIMULTANEOUS**
**A = ALTERNATING**
**BATT = BATTERY**
**PASS = PASSWORD**

### POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

**G = GRAPHICS AND SOUND**
**P = PLAY CONTROL**
**C = CHALLENGE**
**T = THEME AND FUN**

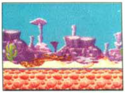
POWER PLAYER'S CHALLENGE!
POWER

You've had all summer to sharpen your game playing skills, so we want to see some really great scores! Some of the high scores are good this month, but we know you can do even better. Get your camera out and send us a photo of your achievement. Become one of the few, the proud, the Power Players!

## CHALLENGE

### ROAD RUNNER'S DEATH VALLEY RALLY

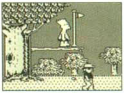
**What is the highest score you have at the end of the game?**



Collect all the flags as fast as you can to get the highest score.

### THE SIMPSONS: ESCAPE FROM CAMP DEADLY

**What is your score when you escape from Camp Deadly?**



Try to hit every single bully to rack up your score.

### FELIX THE CAT

**How high of a score can you rack up?**

Don't continue the game or you will lose your score.

### ACTRAISER

**What is the lowest level you can finish the game at?**

This challenge will take some fancy sword work!

### PAPERBOY

**What is the highest score you can get on your paper route?**

Make it through the entire week to get to the higher levels.

### FERRARI GRAND PRIX CHALLENGE

**What is the best 6 lap-Practice Time you can get in the American Grand Prix?**

Take your photo quickly at the end of the race.

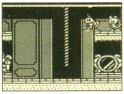
### BART'S NIGHTMARE

**What is your finishing grade on your report?**

Send us a photo of your report card.

### DUCKTALES

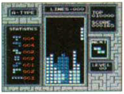
**How much money can you get in the Difficult Mode?**



Find all of the hidden treasures to gain extra cash!

### TETRIS

**What is the highest score you can get on Game A of Tetris?**



Score big with a Tetris whenever you can!

# POWER PLAYERS

## STAR FOX

**Best Scores**

| | |
|---|---|
| Jose Rodriquez<br>Philadelphia, PA | 68,700 |
| Duke Hoang<br>San Francisco, CA | 68,100 |
| Ben Fogelson<br>Hillsboro, OR | 67,900 |
| Jimmy Brunton<br>Hubert, NC | 67,800 |
| Michael Marcano<br>The Bronx, NY | 67,800 |
| John Jurjevich<br>Harahan, LA | 67,800 |
| C.J. Nemec<br>McKees Rocks, PA | 67,600 |
| Matthew Gillard<br>Kelligrews, NF | 67,300 |
| James Todd<br>Colorado Springs, CO | 67,300 |
| Brian Montgomery<br>Scottown, OH | 67,200 |
| Corey McGlone<br>Clintonville, WI | 67,200 |

## DR. MARIO

**Best Scores**

| | |
|---|---|
| Katie Gabrie<br>Massillon, OH | 1,019,100 |
| Emily Smith<br>Upper Darby, PA | 987,300 |
| Adrienne Kakazu<br>Escondido, CA | 770,100 |
| John Borreson<br>Circle Pines, MN | 765,300 |

## KID ICARUS

**Highest Score**

| | |
|---|---|
| Mike Piscitelli<br>Elmhurst, IL | 2,777,587 |

## BATTLETOADS

**Highest Scores**

| | |
|---|---|
| Joshua Tebeau<br>St. Clair, MI | 999,999 |
| Jeff Porter<br>Raytown, MO | 999,999 |
| Brian Magoffin<br>Eglin A.F.B., FL | 999,999 |
| Lance Lewis<br>Morgan, UT | 999,999 |
| Don Quinlan<br>Milwakee, WI | 999,999 |
| Jason Cockburn<br>Campbellville, ON | 999,999 |
| Gabriel Offutt<br>Butte, MT | 999,999 |

## SIMCITY

**Fastest Time to Megalopolis**

| | |
|---|---|
| Bob & Grace Hocum<br>Black Creek, NC | Mar. 1904 |
| Tony Giacinto<br>San Jose, CA | Aug. 1904 |
| Craig Hanson<br>Vashon, WA | Aug. 1905 |
| Joshua Habdas<br>Woodridge, IL | Apr. 1906 |

## BART'S NIGHTMARE

**Highest Score**

| | |
|---|---|
| Shawn McGoldrick<br>Game Play Counselor | 259,300 |

## SUPER SCOPE 6

**Best Score on Mole Patrol**

| | |
|---|---|
| Josh Fullbright<br>Andover, Il | 612,016 |
| David Steinke<br>Baroda, MI | 589,940 |
| Crad Wolf<br>Waterloo, Ia | 566,220 |

## BATTLE CLASH

**Best Time on the Low Level Time Trial**

| | |
|---|---|
| Peter Chase<br>Ft. Leavenworth, KS | 1:47:18 |
| Blair Gauthier<br>Brampton, ON | 2:04:42 |
| Joseph German<br>Las Vegas, NV | 2:19:40 |
| Wesley Dunham<br>LaVerne, CA | 2:50:76 |

## DUCKTALES

**Most money collected**

| | |
|---|---|
| Tom Kristensen<br>Game Play Counselor | $893,000 |

## I CAN BEAT THAT SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of a NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy onto a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail. All scores printed are decided by the Nintendo Power staff. All decisions are final.

**Send to →**

NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, WA. 98073-9733

NINTENDO POWER

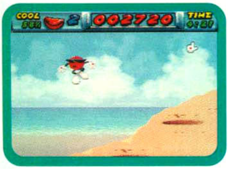
# A LOOK INTO THE GAMES OF THE FUTURE

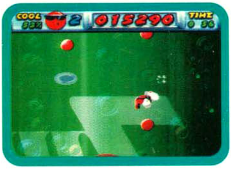
# PAK WATCH

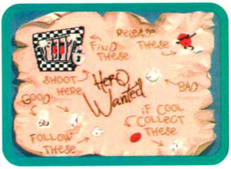
## COOL SPOT

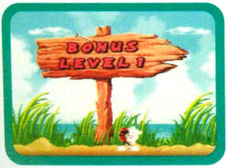
**VIRGIN GAMES**

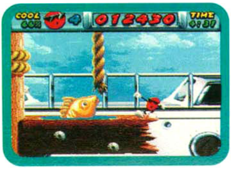
Who's the coolest video game character of all? Mega Man? Raphael? Roadrunner? Blanka? Bubsy? None of them can hold an ice cube to the ultimate cool—the chillin', thrillin', paint-me-white-and-call-me-a-polar-bear cool of Spot from Virgin Games. When Cool Spot first arrived at Pak Watch, your Pak Cat flipped on his shades and jammed on what soon became clear would be one of the hottest titles of the year. With some of the best animation and sound seen and heard on any video game, Cool Spot delivers fun from the moment you plug it in. Even the title screen is cool! (Players can move the logo around, stretch it, shrink it, and twist it while Spot takes off his shades, wipes them impatiently and taps his foot.) As for the action, this Pak has variety, great control, three levels of difficulty and lots of fun. Spot's day on the beach is filled with hazards like hermit crabs, Walkman tape decks, sea urchins, and explosive mines as he seeks to free his fellow spot buddies from 11 areas including the wharf, the inflatable pool, the laboratory, the model train and the playroom. There are bonus rounds between levels that are just as frantic as the regular game. Spot can run and jump like an Olympian, leap from rope to rope, bounce on bubbles, climb, cartwheel and shoot bubbles in eight directions. For platform game fans, Cool Spot hits the spot. Look for it in October!

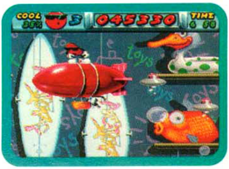

COOL
2
002720
TIME


COOL
2
015290
TIME


FIND THESE
RELEASE THESE
SHOOT HERE
Hero Wanted
BAD
GOOD
IF COOL COLLECT THESE
FOLLOW THESE


BONUS LEVEL 1

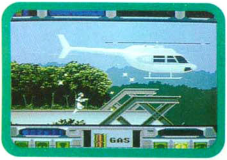

COOL
4
012430
TIME

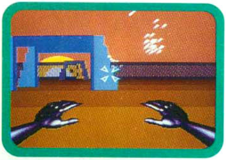

COOL
3
045330
TIME
toys

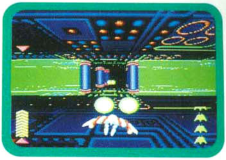
## THE LAWNMOWER MAN

**STORM**

In the Pak Watch fact is funnier than fiction category comes The Lawnmower Man created by Storm, a U.K. licensee developer that hopes to take the U.S. by storm. So far Storm has released titles like Pinball Dreams and Troddlers through other licensees. The Lawnmower Man game, like the movie, mixes futuristic intercomputer travel with more traditional action. The 3-D "virtual" mode (although not really virtual reality) gives players the true feeling of the movie. You can play either as Dr. Angelo or Carla in six traditional stages and 20 virtual areas in the Cybersphere that look remarkably like the graphics in the movie. Your mission, of course, is to shut down the mad genius Cyberjobe who is trying to escape into the world-wide computer network. The Lawnmower Man should be available for Game Boy this December, from T*HQ.



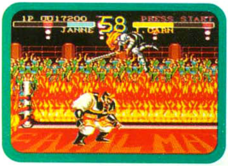


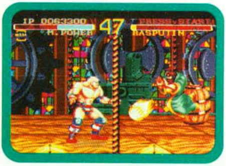


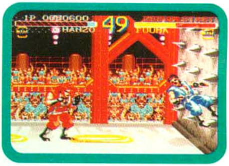
## WORLD HEROES

**SUNSOFT**

World Heroes joins the long list of arcade hit fighting games to make its way to the Super NES. The best fighters in the world and throughout history take part in the street fighting tournament. The excellent options include level of difficulty selection, match time and Controller setup. The play control contains a hard and weak kick or punch option from holding down buttons longer. One unique option is the Join In command, which lets a second player jump into a one-player match. As in Mortal Kombat, World Heroes has matches in which the losers pay the ultimate price. This Pak Puncher found the special moves to be pretty challenging, but they are necessary since the computerized opponents are merciless.



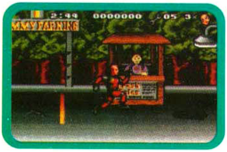


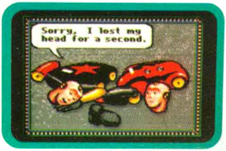


## THE INCREDIBLE CRASH DUMMIES

**LJN**

They're back for more abuse, and this time they're really doing it right. In Acclaim/LJN's early Crash Dummies games, either the Dummy theme or the action was missing. In this Super NES version, both elements are central to the game. The Junkman, with his T9000 construction, cleverly kidnaps Dr. Zub while the Dummies fall to pieces. After collecting themselves, they must head into a world of danger. Whenever a Dummy is hit by anything, he loses a part of his body. Luckily he is still mobile (he can hop and ultimately crawl along if necessary) and, if he can grab a screwdriver, he can repair himself. Look for the Dummies in a month or two.

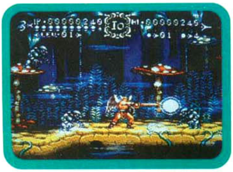


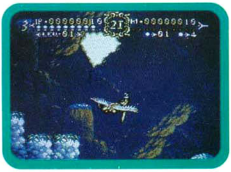


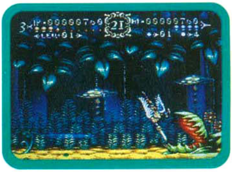
## ACTRAISER 2

**ENIX**

Recently your Pak Pro hit the road to visit Enix and got a first-hand look at ActRaiser 2 in development for the Super NES. The sequel to the 1991 hit shares the phenomenal sound and graphics, but it doesn't have the simulation aspect that was central to the original. As any ActRaiser veteran can tell you, the action was fast, furious and varied. In the 12 megabit ActRaiser 2, due for release this November, expect even more variety and more challenge—seven stages and 60 levels! Your warrior hero has wings this time, which adds a new dimension to your fighting. Level selection also stems from the original game. You fly above the world in a sort of temple flying saucer until you spot a town, cave or castle below, then you drop to earth and launch into action. During the fight, you'll be able to use limited magical attacks in addition to your sword.



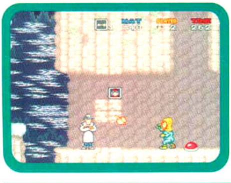


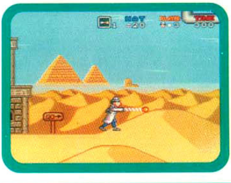


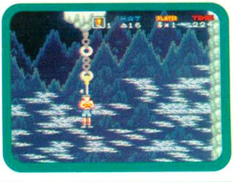
## INSPECTOR GADGET

**HUDSON SOFT**

Inspector Gadget may bumble and fumble, but he always brings in his man. When Hudson Soft brings the DIC comic cartoon detective to the Super NES this fall, that success rate will be up to you. The Inspector must pursue Dr. Claw through seven levels around the world to save his niece, Penny. Levels include a haunted castle, the Pyramids, the Jungle and the City. Gadget has a dozen robotic add-on gadgets he can use during his investigations, from extendable limbs to a remarkable pop up hat that can contain all sorts of special tools. Your Pak Police felt the game did justice to the slapstick feel of the television show. For instance, if the Inspector takes a hit, he loses his overcoat and must continue on in his boxer shorts. Even better, the game was challenging and filled with surprises including hidden areas and lots of Power-Ups.



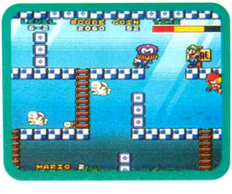


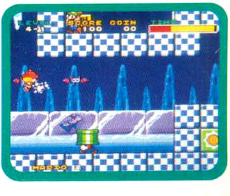


## MARIO & WARIO

**NINTENDO**

Mario & Wario from Nintendo is a Super NES action strategy game that has its roots in Lemmings. The idea is that Mario must wear buckets and other makeshift helmets to protect himself from Wario, who buzzes and bombards the plumber. The problem is that Mario can't see where he's going. In this game, you play the part of Wanda, the flying sprite who steers Mario and creates blocks to allow him through the obstacle-ridden stages.

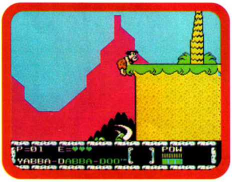


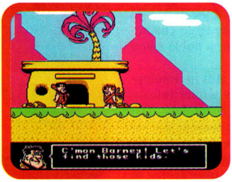


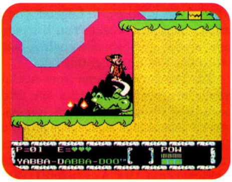
## FLINTSTONES II

**TAITO**

Fred and Barney have a problem. They've lost their kids. Thus begins Taito's NES "Stone Alone" as the modern Stone Age dads search through Bedrock and beyond for Pebbles and Bam-Bam. This Pakolithic explorer found the graphics and game play to be well-suited to a younger audience, but Flintstones fans of any age will also find the game fun if not a little easy. The coolest part of the play is being able to switch between characters, each with special abilities like Barney swinging from overhead holds. That and an ever-changing cast of enemies kept this Pak Watcher saying, Yaba daba doo!



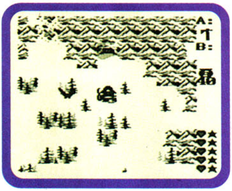

C'mon Barney! Let's find those kids.

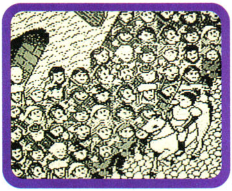


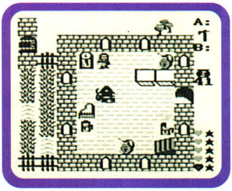
## ULTIMA: RUNES OF VIRTUE II

**FCI**

Lord British needs the Avatar to rescue missing nobles in this Game Boy sequel to last year's excellent adventure title from FCI. This game contains all the adventure elements plus a well-designed mixture of animation scenes that tell the full tale of what's happening in other parts of the kingdom as you continue on your quest. Although there are always enemies to defeat in caves and castles, the real challenge of this game is figuring out all the puzzles. There are more puzzles than a Zelda game, and many of them are fiendishly clever. This Pak Watcher considers Runes II to be adventure gaming at its best. It's due later this year.



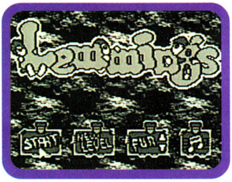


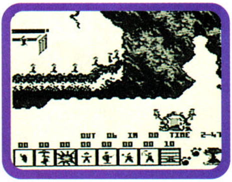


## LEMMINGS

**OCEAN**

The mindless minions are back and in fine shape for the Game Boy. When Ocean's version of the action strategy classic arrived, your Pak Pundits groaned, thinking, "We'll never be able to see the little guys, much less control them." We were wrong! This Lemmings game may be easier to control and play than the NES version! Granted, you need fairly keen eyes and quick reflexes, but all the elements are clearly in place. Of course, the most important part of Lemmings is the challenge of the puzzles, which turns out to be great! This might be the perfect travel game due to its short stages and the fact that you get a simple password.



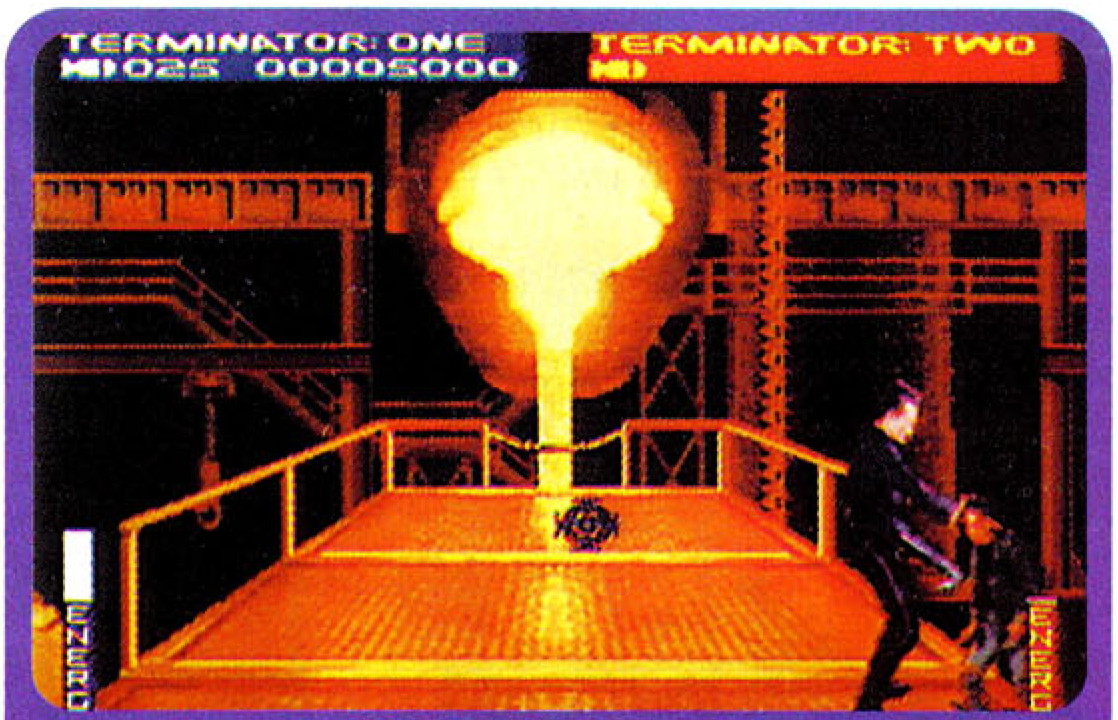


# PAK WATCH UPDATE

For those of you who want to see a variation on the street fighting type of game, Legend from Seika delivers a taste of a more ancient type of combat, back when real men fought with swords and axes. This Pak Troll found the two-player scrolling fighter to be a refreshing change from martial arts contests. In Legend, you combat the evils of a misty, medieval world. You'll have magic, large characters, arcade graphics and endless battles for a noble cause when this Pak hits later this fall.

T2: The Arcade Game from Acclaim is still in development, but moving toward a late fall/early winter release according to our Pak Watch sources in Oyster Bay. The screen shot shown here reveals one of the reasons for the slow development rate—incredible graphics! It takes time to make something look this good. Other good-looking games from the Acclaimeisters include Itchy & Scratchy's: Teed Off, which is a Game Boy battle between the Simpson's cartoon characters on a miniature golf course. Imagine trying to putt while coming under fire from an enraged mouse! If you can't picture that, maybe you'd better wait and play it yourself this December.

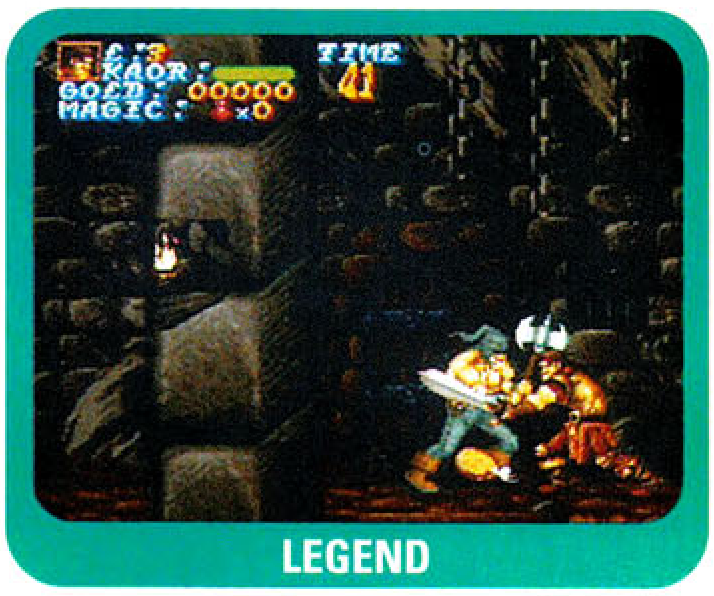
The least likely hero ever may be Lester, who unwillingly is thrust into an heroic role in DTMC's Lester The Unlikely. The ungainly Lester, an underachieving, slightly nerdy guy, begins his tropical island adventure with about as much grace as a giraffe on roller skates, but as he solves problems and moves ahead, he becomes more skillful and gains power over his body and foes. The animation in this Super NES game reminded this Pak Purveyor of Out of This World, which means very smooth and realistic, although a bit slow to control.



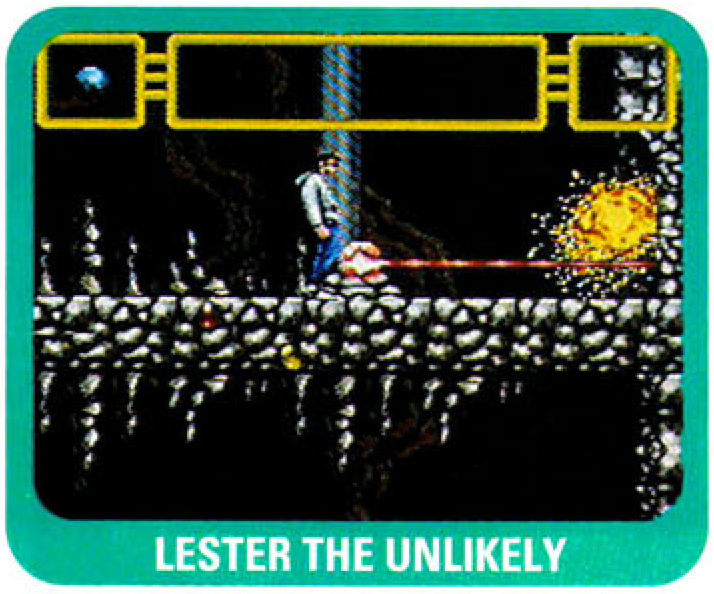
T2: THE ARCADE GAME

Arcus Odyssey from Renovation has been bouncing around NOA for several months, but soon it will be out in the stores and in your Super NES. Arcus is an overhead fighting adventure with an emphasis on the fighting. During eight quests through magical surroundings, one or two players can roam, explore, discover treasure, Power-Up weapons and magic, add characters to their fighting party and, don't forget, battle evil dragons, trolls and the like. With infinite continues, passwords and four heroes to choose from, this game promises more depth than anything in its class. Renovation is also close to releasing an adventure RPG called The Journey Home, which your Pak Watch staff hopes to play as soon as is humanly possible.

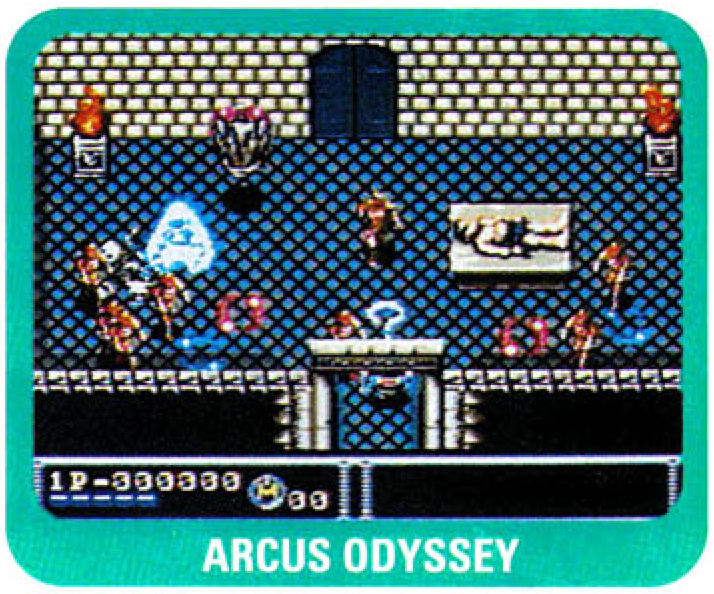
Many CES goers have their eyes and Superscopes set on Battleclash II (the name is not yet finalized) from



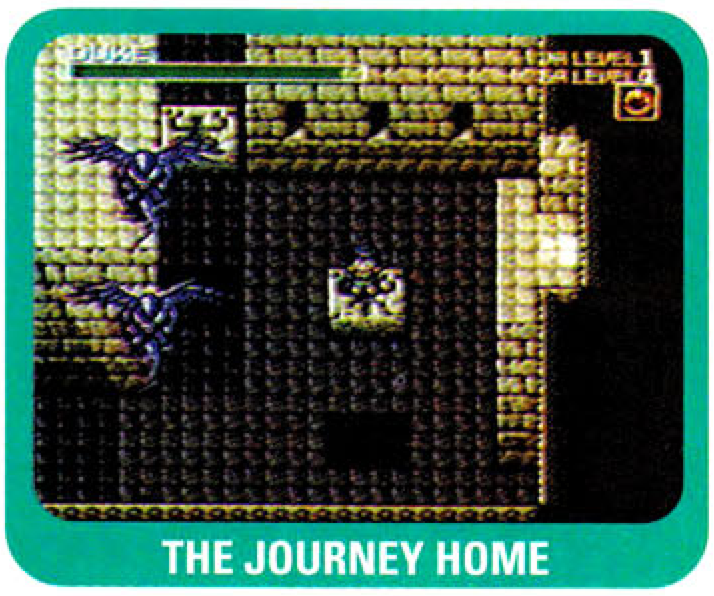
LEGEND



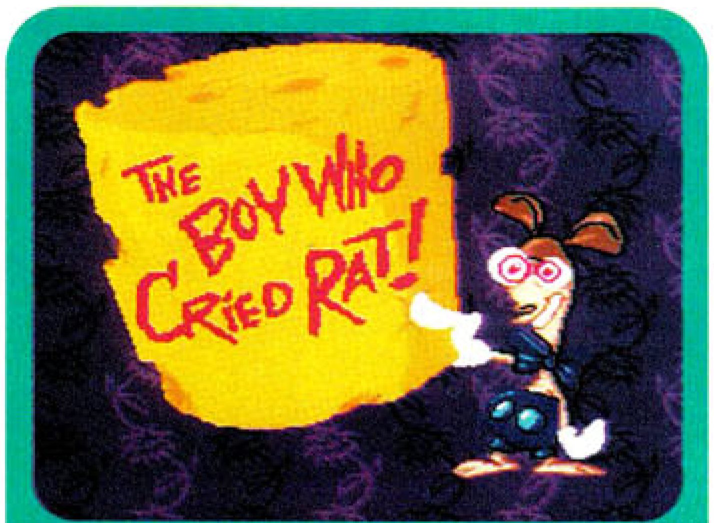
LESTER THE UNLIKELY



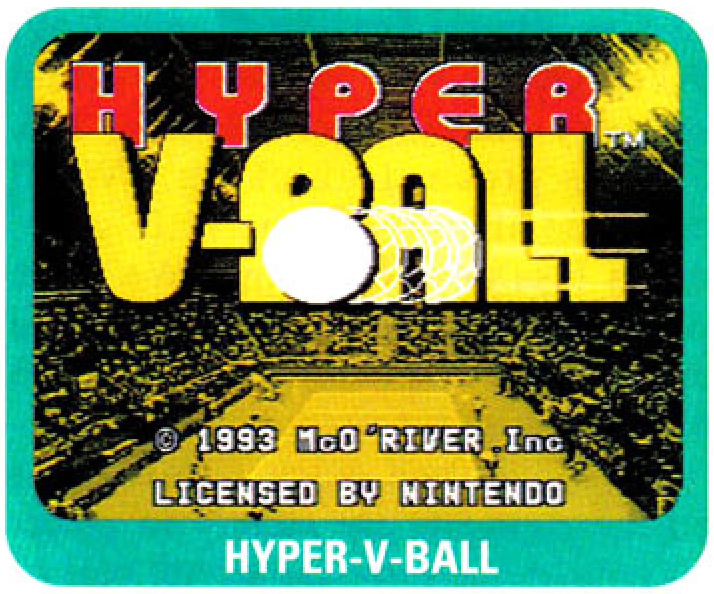
ARCUS ODYSSEY



THE JOURNEY HOME



REN & STIMPY



HYPER-V-BALL

Nintendo. This 16 megabit sequel scores over the original in almost every category, especially in fun due to the cool two-player option in which you can control the enemy robot (with a regular controller) or the first-person Superscope view.

Raya Systems, the producer of Captain Novolin (a unique game that helped diabetic kids learn how to take care of themselves) is finishing up a second game called Rex Ronan: Experimental Surgeon. In this health edutainment Pak for the Super NES, you control a miniaturized surgeon who is trying to repair damage inside the body of a person who has been a long time smoker. To make matters worse, the tobacco company has implanted hundreds of mini robots to insure that you fail. Rex Ronan is a true departure in the world of Super NES games, being both fun to play and informative on a subject of vital importance to everyone's health. You could say that Rex Ronan goes straight to the heart of the matter.

Other games moving along in their development cycles include T*HQ's The Ren & Stimpy Show: Veediots, which captures the look of the hit cartoon series, and Hyper V-Ball from McO'River, which is volleyball with some cool options.

In other news and moves, Konami announced that they will build a U.S. development center in Buffalo Grove, IL. The facility should open next spring and will be the focus for development of Konami/Ultra Super NES, NES, and Game Boy games for the U.S. market.

ENEMY
0'09"97
GRIFFIN
BATTLECLASH II

Street Fighter II will move off the small screens of video arcades and televisions to the big screen of Hollywood now that Capcom has signed up their heroic fighters with Edward R. Pressman Film Corp. No release date has yet been set for the live-action film, but Steven de Souza of Die Hard fame has joined the project as the writer/director.

REX RONAN

## FUTURE GAMES
### FOR THE

## SUPER NES

| Name | Approximate Release |
|---|---|
| ActRaiser 2 | Fall '93 |
| Aero The Acrobat | Fall '93 |
| Aladdin | Fall '93 |
| Beauty And The Beast | Fall '93 |
| Bugs Bunny: Rabbit Rampage | Winter '94 |
| Clay Fighters | Fall '93 |
| Cliffhanger | Fall '93 |
| Cool Spot | Fall '93 |
| Daffey Duck: The Marvin Missions | Fall '93 |
| Family Feud | Fall '93 |
| Incredible Crash Dummies | Fall '93 |
| Inspector Gadget | Fall '93 |
| Jurassic Park | Fall '93 |
| The Lawnmower Man | Fall '93 |
| Lord of the Rings | Winter '94 |
| Mario & Wario | Fall '93 |
| Mega Man X | Fall '93 |
| Mortal Kombat | Fall '93 |
| MVP Football | Fall '93 |
| NFL Quarterback Club | Fall '93 |
| NHL Stanley Cup | Fall '93 |
| Obitus | Fall '93 |
| Plok | Fall '93 |
| Railroad Tycoon | Fall '93 |
| Rocky Rodent | Fall '93 |
| Secret Of Mana | Fall '93 |
| SimAnt | Fall '93 |
| Star Trek: The Next Generation | Fall '93 |
| Super Empire Strikes Back | Fall '93 |
| T2: Judgment Day | Fall '93 |
| Tecmo Super Bowl | Fall '93 |
| TMNT Tournament Fighter | Fall '93 |
| World Heroes | Fall '93 |

## GAME BOY

| | |
|---|---|
| Batman: The Animated Series | Fall '93 |
| Felix The Cat | Fall '93 |
| Final Fantasy Legend III | Fall '93 |
| Lemmings | Fall '93 |
| Mega Man IV | Fall '93 |
| Mortal Kombat | Fall '93 |
| Pinball Dreams | Fall '93 |
| Tiny Toon Adventures 2 | Fall '93 |
| TMNT 3 | Fall '93 |
| Ultima: Runes of Virtue II | Fall '93 |

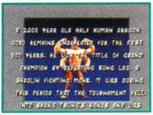
## NES

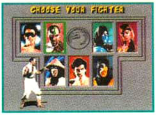
| | |
|---|---|
| Battleship | Fall '93 |
| Flintstones II | Fall '93 |
| Indiana Jones & The Last Crusade | Fall '93 |
| Mega Man VI | Fall '93 |
| Star Trek: The Next Generation | Fall '93 |
| TMNT Tournament Fighter | Fall '93 |
| Wayne's World | Fall '93 |

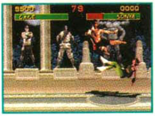
# NEXT ISSUE
## COMING NEXT MONTH IN VOLUME 53

## MORTAL KOMBAT

The next big thing in fighting games arrives in Volume 53. Great graphics and great control make this game a must see! That's Kombat with a Kapital K.

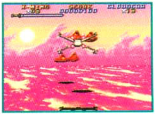

A 2,000 YEAR OLD HALF HUMAN DRAGON GORO REMAINS UNDEFEATED FOR THE PAST 500 YEARS. HE WON THE TITLE OF GRAND CHAMPION BY DEFEATING KUNG LAO, A SHAOLIN FIGHTING MONK. IT WAS DURING THIS PERIOD THAT THE TOURNAMENT FELL INTO SHANG TSUNG'S HANDS AND WAS

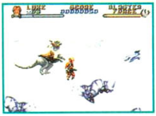


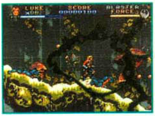


## SUPER EMPIRE STRIKES BACK

You saw the making of the game this month, now check out all the incredible sound and action that make this game a thriller. Once again a great game makes the jump to warp speed!

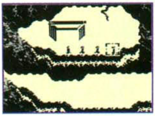


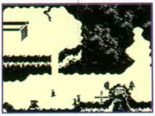


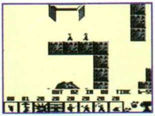


## LEMMINGS

Those cute little Lemmings go marching across your Game Boy screen in next month's issue. Guiding these critters to safety can be taxing for even the sharpest game players.



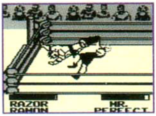


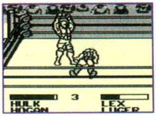


## WWF KING OF THE RING

All the World Wrestling Federation wrestlers hop in the ring to prove who's the best. Do you have what it takes to become the King of the Ring? Grab your Game Boy and find out!

WWF
KING OF THE RING





## BACK ISSUES

**These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:**

**Volume 46 (Mar. '93):** Star Fox, Super Strike Eagle, Super Conflict, Wayne's World, Tiny Toon Adventures: Buster Busts Loose, King Arthur's World, Adventure Island 2 (Game Boy), Milon's Secret Castle (Game Boy), Krusty's Fun House (Game Boy), The Empire Strikes Back (Game Boy), Alien$^3$ (NES), Dragon Warrior IV, Mickey's Safari in Letterland.
**Volume 47 (Apr. '93):** Star Fox, Mech Warrior, Pocky & Rocky, SimEarth, Congo's Caper, Super Black Bass, Super NES Fighting Games, Kid Dracula, Joe & Mac (Game Boy), Top Rank Tennis, The New Chessmaster, DuckTales 2, Yoshi's Cookie, Kid Klown in Night Mayor World.
**Volume 48 (May '93):** The Lost Vikings, Shadowrun, Batman Returns, The Legend of Zelda: Link's Awakening, Zen Intergalatic Ninja (Game Boy), Ring Rage, Great Greed, Kirby's Adventure, Incredible Crash Dummies (NES), Super Turrican.
**Volume 49 (June '93):** B.O.B., Taz-mania, Super Casino Games, Yoshi's Cookie, Battletoads in Battlemaniacs, Battletoads in Ragnarok's World, Bubble Bobble 2 (Game Boy), Titus the Fox, Raging Fighter, Battletoads & Double Dragon, Fire 'N' Ice.
**Volume 50 (July '93):** WWF Royal Rumble, Run Saber, E.V.O.: The Search for Eden, Edutainment Games, Bubsy in Claws Encounters of the Furred Kind, The Legend of Zelda: Link's Awakening, Gargoyle's Quest II (Game Boy), T2: The Arcade Game, The Addams Family—Pugsley's Scavenger Hunt (NES), Mighty Final Fight, Bubble Bobble 2 (NES).
**Volume 51 (Aug. '93):** Street Fighter II Turbo, Zombies Ate My Neighbors, Alien$^3$ (Super NES), Goof Troop, Nigel Mansell's World Championship, Speedy Gonzalez, Star Trek: The Next Generation, 4-in-1 Funpak Vol. II, Jurassic Park (NES), King's Quest V.

**Use the Back Issue/Tip Book Order Form in this issue to order back issues, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or MasterCard.**

## SPECIAL OFFERS

Issues from our first three years are available only in special collector's sets. You won't find these extremely helpful issues at newsstands!

- Super Mario Bros. 2
- Ninja Gaiden
- Castlevania II-Simon's Quest
- Zelda II-The Adventure of Link
- TMNT

Volumes 1 through 6 featuring classic games are included in the First Year Set.

- Mega Man II
- Dragon Warrior
- Super Mario Bros. 3
- Tetris
- Batman
- Final Fantasy

Six of the most popular NES games of all time are featured in Volumes 7 through 12.

- Super Mario Bros. 3
- Rescue Rangers
- Ninja Gaiden II
- Maniac Mansion
- Final Fantasy
- Dr. Mario
- 4-Player Extra

The Third Year Set (Vols. 13-19) carries on the Nintendo Power tradition of reviewing the very best games. It also includes our four popular Strategy Guide issues!

### TIP BOOKS:

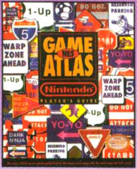
The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

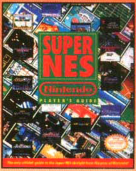
**Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or MasterCard.**

Nintendo®

# PLAYER'S GUIDES

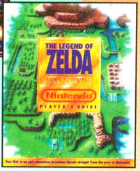
## Is Your Collection Complete?

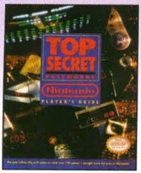

GAME NES ATLAS
Nintendo
PLAYER'S GUIDE


SUPER NES
Nintendo
PLAYER'S GUIDE

GAME BOY
Nintendo
PLAYER'S GUIDE

MARIO MANIA
Nintendo
PLAYER'S GUIDE


THE LEGEND OF ZELDA
Nintendo
PLAYER'S GUIDE


TOP SECRET
PASSWORDS
Nintendo
PLAYER'S GUIDE

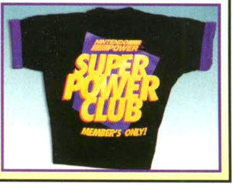
MARIO PAINT
Nintendo
PLAYER'S GUIDE

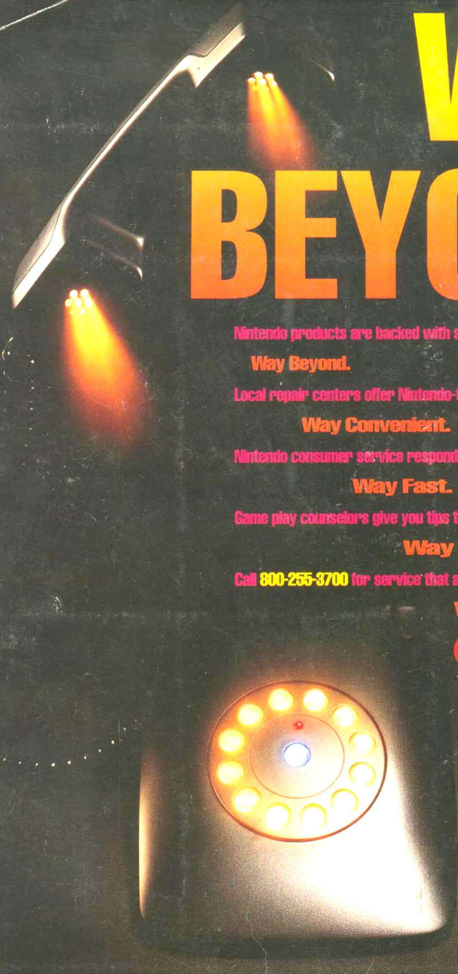
Nintendo Player's Guides are packed full of information about all of your favorite Super NES, Game Boy and NES games!

Nintendo POWER SHOP

*POWER SHOP MERCHANDISE IS STILL AVAILABLE, BUT IT'S GOING TO BE SOLD OUT SOON. HURRY!*

Check out pages 95-97 in Volume 50 and use the Power Shop Order Form to get your Super Power Club merchandise and wearables like this cool "MEMBERS ONLY!" T-shirt.


NINTENDO POWER
SUPER POWER CLUB
MEMBER'S ONLY!



# WAY BEYOND

Nintendo products are backed with service that goes
Way Beyond.
Local repair centers offer Nintendo-trained technicians and genuine parts
Way Convenient.
Nintendo consumer service responds to all your product needs
Way Fast.
Game play counselors give you tips that are
Way Cool.
Call 800-255-3700 for service that always goes
Way Beyond.

Nintendo®